

**12 PAGES OF TRICKS
AND STRATEGIES**

CHEAT! Vagrant Story, Metal Gear Solid, Driver,
Front Mission 3 **PLUS: HUNDREDS OF TRICKS**

ZIFF DAVIS

August 2000
ISSUE 35



OFFICIAL U.S. **PlayStation** MAGAZINE

Millionaire Comes Home

TV's Winners & Losers
Rate Regis On PlayStation



**NEW PLAYSTATION
UNVEILED!**

25

**MUST PLAY
GAMES FOR 2000**

PLAYSTATION'S BEAUTIFUL PEOPLE

CELEBS YOU'LL BE
PLAYING WITH LATER
THIS YEAR

NEW PREVIEWS

METAL GEAR SOLID 2
FINAL FANTASY IX
BREATH OF FIRE IV
SPIDER-MAN • Z.O.E.
TENCHU 2 • LUNAR 2
FEAR EFFECT: RETRO HELIX
GT2000 AND MORE!

6 PLAYABLE DEMOS: Jedi Power Battles • Team Buddies • DD Raw • Tenchu 2
Walt Disney World Racing Tour • Play With The Teletubbies

\$7.99 U.S.
\$9.99 Canada





WHAT A WASTE
OF A PERFECTLY
GOOD BENCH.



PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Grind Session is a trademark of Sony Computer Entertainment America Inc.

grind Gsession™

IT'S A FREE WORLD. SKATE IT.



Defy gravity and the occasional city ordinance in eight insane locations, including true Vans Triple Crown of Skateboarding events. Dominate the streets and leave the weak behind with six top pros—Ed Templeton, John Cardiel, Cara-Beth Burnside, Willy Santos, Piggpen and Daewon Song. Featuring hundreds of impossible tricks, combinations and potential bone-crushing slams. And, just as many ways to trash your buddy's ego. Your ride is here. See how sick you can get.



A photograph of Mark McGrath from the back, shirtless, showing extensive tattoos on his back and shoulders. He is wearing dark jeans with a white waistband. His right arm is extended outwards. The background is a bright, hazy blue sky with sunlight filtering through, creating a lens flare effect.

it's all about

back

mark mcgrath • lead singer, sugar ray



www.jansport.com

JANSPORT

pack

vibe - in techno-radiant, zen-washed colors

©2000 Jansport Inc. New York, NY

AMERICA'S #1 GAME NEWS & TRICKS!

1-900-PRE-VIEW

Call Now and Win! 1-900-773-8439

- Listen to Quattermann Gossip Before It's in EGM!
- Call and Test Your Knowledge of Video Game Trivia!
- Get the Latest Expert Gamer Codes & Tricks
- Hear Review Crew Members' Game Ratings!

**ELECTRONIC
GAMING
MONTHLY**

EXPERT GAMER



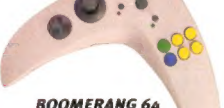
Correctly Answer a Series of Video Game Questions & Win!

RECENT WINNERS

Jacob Overmiller, Grand Island, NE; Raff Salinas, Denver, CO; John Price, Magee, MS; Chris Smor, Fullerton, CA; Lee Elverson, Oceanside, NY; Kody Culum, Chatsworth, CA; Micah Vasezy, Glendale, AZ; Christine Gadd, Brooklyn, NY; El Hays, Van Buren, AR; Dave Gregory, Hazard, KY; Andre Flores, Trenton, NJ; Donald White, New York, NY; Faygar Williams, Trenton, NJ; Patrick Masullo, Norco, CA; Thomas Belongue, Las Vegas, NV; Dan King, New Holland, PA; Daniel Exmidt, Jamaica, NY; Carl Burnett, Plesboro, NC; Austin Laffie, Wesley Hills, NY; Michael Isler, Memphis, TN; Frank Chavez, Topoka, KS; Judy Cady, Capestrano Beach, CA; Wendy Banga, Bronx, NY; Neil Rodriguez, New York, NY; Ansel Hart, Wiley, TX; John Price, Magee, MS; George Coffield, Appoka, FL; George Bussey, Columbus, GA; Leon Knight, Brooklyn, NY; Ricky McClelland, Orlan, OK; Chris Brown, Naples, FL; Chris Grace, Covington, LA; Angel Dremsche, Decatur, IL; Stephanie Smith, Hagerstown, MD; Justin Nichols, Bartonsville, KY; Henry Milwaukee, WI; Tracy Nicholson, San Jose, CA; Doreen Stanelonis, Colchester, CT; Daniel Haleah, FL; Nathan Haviland, Augusta, KS; Matt Frens, Waterbury, CT; Sean Haldeman, Ots, OR; M. Rosas, Lehigh Acres, FL; Corwin Williams, Memphis, TN; Ken Jordan, Florence, AL; Eren Revish, Alpharetta, GA; T. Whitner, Horn Lake, MS; Nicholas, Kansas City, MO; Marcos Chaj, Staten Island, NY; Shawn Hoiden, Ots, OR; Ricky Olden, Palo Alto, CA; Cody Boston, Wayland, OH; Luis Casades, Halesh, FL; Kevin Boostel, Augusta, GA



SNIPER FOR PS



BOOMERANG 64



GAME BOY ACTION PACK

ONLY Younger than 18 years old must have parents' permission

\$1.49/minute

Only one winner per household per month!
Rotary Call Accepted

PRIZES PROVIDED BY NUBY
www.nubyonline.com

1. Entry. To enter, correctly answer six consecutive trivia questions and leave your name, address and phone number on record. Winners will be determined by judges whose decisions are final. One winner per household per month. Ziff Davis Media Inc. assumes no responsibility for uncollectible, incomplete, or misdirected responses. 2. Prizes. Winners will receive one (1) of the following at Ziff Davis Media Inc.'s sole discretion: Boomerang 64 controller, PS Sniper Gun, or Game Boy Color Action Pack. Prizes have an approximate retail value of at least \$25.00. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prize(s) become unavailable. 3. Eligibility. Contest open to residents of United States and Canada. Void in Maryland. Non-compliance with the time parameters contained herein or return of any prize prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall return a signed affidavit of eligibility/release of liability/price acceptance within 5 days of receipt or forfeit prize. Employees of Ziff Davis Media Inc., Nuby Interactive, and their respective affiliates are not eligible. Neither Ziff Davis Media Inc., Nuby Interactive, nor their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes, or expenses resulting from this contest. Winners acknowledge that Ziff Davis Media Inc. has neither made nor is in any manner responsible or liable for any warranty or guarantee, whether express or implied, in fact or in law, relative to any prize including but not limited to its quality, mechanical condition or fitness. Winners accepting prizes agree that all prizes are awarded on the condition that Ziff Davis Media Inc., its agents, representatives, and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prizes. 4. Winners List. For a list of winners, send a stamped, self-addressed envelope to: Preview Line Trivia Contest, P.O. Box 3338, Oak Brook, IL, 60523-3338. Please specify the month for which you are requesting the winners list. Allow 3-4 weeks for delivery. 5. Restrictions. Void where prohibited or restricted by law. All federal, state and local regulations apply.

ZIFF DAVIS MEDIA

ZIFF DAVIS PUBLISHING INC.

Chairman, Chief Executive Officer and President James D. Dunning, Jr.

Chief Operating Officer and Senior Executive Vice President Tom McGrath

Chief Financial Officer and Senior Vice President Bob Madore

President, Consumer Magazine Group James J. Spanfeller

President, Business Magazine Group Al Perlman

Executive Vice President and Editorial Director (Editor-in-Chief, PC Magazine) Michael J. Miller

Executive Vice President and Publishing Director (Consumer Magazine Group) Scott Crystall

Executive Vice President and Publishing Director (Ziff Davis SMART BUSINESS for the New Economy, Corporate Sales) Bill Flatley

Senior Vice President (Corporate Sales) Rita Burke

Senior Vice President (Publisher, PC Magazine) Peter Longo

Senior Vice President (Circulation) Charles Mas...

Vice President (Editor, eWEEK) John Dodge

Vice President (Editor-in-Chief, Yahoo! Internet Life) G. Barry Gotsch

Vice President (Production) Roger Hermann

Vice President (Marketing, Consumer Magazine Group) Howard Kaplan

Vice President (Editor-in-Chief, eWEEK) Eric Lundquist

Vice President (Technology) Bill Macdonald

Vice President (International) Jim Manning

Vice President (Editor-in-Chief, FamilyPC) Robin Reskin

Vice President (Publisher, eWEEK) Sloan Seymour

Vice President (Editorial Director, Ziff Davis Development) Paul Somers

Vice President (Game Group) Dale Stran...

Vice President (Human Resources) Vincent Stabla

ZD LABS

Vice President and General Manager Mark Van Horn

Chief Technology Officer Bill Catching

ZIFF DAVIS MEDIA INC.

Chairman, Chief Executive Officer and President James D. Dunning, Jr.

Chief Operating Officer and Senior Executive Vice President Tom McGrath

President, Consumer Magazine Group James J. Spanfeller

President, Business Magazine Group Al Perlman

Corporate Counsel Carolyn Schurr Levin

Chief Information Officer Kim Hoover

Director of Communications Elizabeth Estron

Publishing Consultant Chip Blo...

*Contact anyone on this masthead via e-mail using first name, last name@ziffdavis.com

**IN SPACE, NO ONE CAN HEAR
YOU SCREAM FOR YOUR MOMMY.**

Galaga

Destination EARTH



ALL NEW CHALLENGE STAGES!



MULTITUDES OF ALIEN ENEMIES!

Wave upon wave of pitiless alien attack craft stand between you and an Earth worth living on. This is the all-new GALAGA. There is no diplomacy. No alliances. No sissy strategy. Just a warp-speed plunge into the teeth of a relentless alien armada. It's simple...destroy all spaceships...or run screaming into the cold vacuum of outer space. Consider yourself warned.



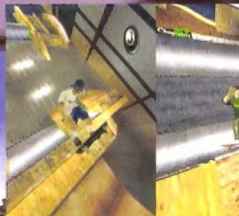
9 GIANTIC, ALL-NEW WORLDS!



BLAZING 3-D GRAPHICS!



Andy Macdonald
 1998 X-Games Gold Medal, Vert Doubles
 1999 World Cup Vert & Overall Combined Champion
 World Record for Longest Skateboard Jump - 52' 10"

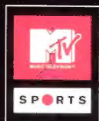


Featured Skaters-Andy Macdonald
 Danny Way
 Colin McKay
 Rick Howard
 Brian Howard
 Rob Dyrdek
 Josh Ralis
 Stevie Williams
 Alan Petersen
 Keith Hufnagel
 Jen O'Brien

MTV Sports: Skateboarding - Game and Software © 2000 Darkblack Corporation. Game and Software exclusively licensed and published by THQ Inc. "MTV Sports" names, trademarks, and logos and all related titles and logos are trademarks of MTV Networks, a division of Viacom International Inc. "MTV: Music Television" and all related titles and logos are trademarks of MTV Networks, a division of Viacom International Inc. MTV Sports exclusively licensed to THQ Inc. Skateboarding Featuring Andy Macdonald. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All other trademarks and logos are property of their respective owners. All rights reserved.



Visit www.esrb.org
 or call 1-800-771-3772
 for more info.



SKATEBOARDING

FEATURING ANDY MACDONALD™

Deftones
Cypress Hill
Pennywise
System of a Down
OPM
Snapcase
Goldfinger
Pilfers
No Use for a Name
Flashpoint



WINDOWS
95/98



Sega Dreamcast

**You Can't Defy Gravity. But You Can,
However, Taunt It A Little.**

THQ
www.thq.com



Golden Tee -GOLF-

The #1 Arcade Hit Has Found A New Home...Yours!

The blockbuster arcade hit, Peter Jacobsen's Golden Tee Golf™, is coming home to the PlayStation® game console! Realistic gameplay, immersive environments and all new enhancements will keep you coming back for more again and again!



- Based on the arcade hit, Peter Jacobsen's Golden Tee Golf™
- 12 custom courses (6 original, 6 mirrored)
- Accelerated 3D engine
- Multiple game modes including Classic Stroke or Skins Scoring, Bingo Bango Bongo, Speed Golf and Club Roulette
- Exclusive Tournament mode

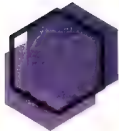
WIZARD Works

A GT INTERACTIVE SOFTWARE COMPANY • PLYMOUTH, MN 55447



Available at all fine game retail stores, or order online at www.wizardworks.com

Peter Jacobsen's Golden Tee Golf™ ©2000 Incredible Technologies, Inc. Published and distributed by Wizard Works, a GT Interactive Software Company. All other trademarks are the property of their respective owners.



CONTENTS



page 48

EXCITED?

Only three months to go before PS2 now, and just to



John Davison
Editor in Chief

make things even more interesting there's a cute new PlayStation coming a month before that. By the end of this year, the PS one (as it's now called) will no doubt see an installed base of over 30 million, and there'll be another couple of million of you with PS2's. That's an awful lot of gamers...and too attractive a proposition for Hollywood not to want to get a piece of.

This month we've tried to illustrate how important a part of mainstream entertainment the PlayStation is by introducing the stars of upcoming game-related projects. Alongside the tried and trusted favorites, we're going to see more and more "real world" stars strutting their pixelated stuff. Cover boy Regis will no doubt inspire tremendous sales of the (terribly mediocre—see reviews) Millionaire game, but later this year you'll see stars like Sarah Michelle Gellar, Melissa Joan Hart, Tom Cruise, Pamela Anderson and even Michael Jackson sliding in alongside our own Lara Croft for your attention.

As the PlayStation brand moves ever closer to being the universal term for "gaming" we'll be here to show you everything that's coming.

DEPARTMENTS

Demo Disc • 16

Everything you need to know to get our exclusive disc up and running

Input • 20

Let us know your thoughts. Write us at our usua. address, or send us e mail at DPM@ziffdavis.com

Spin • 24

News, gossip and culture. If it's happening in the world of PlayStation, this is where you'll find out about it. See 25 stars coming to PlayStation, plus 25 games you MUST play.

Top Secrets • 108

Tricks and strategies for the most popular games, like Vagrant Story, Driver, Front Mission 3 and Metal Gear Solid



Video Games Have Ratings, Just Like Movies

The Entertainment Software Rating Board provides information about video game content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.

EARLY CHILDHOOD RATING



EVERYONE RATING



TEEN RATING



MATURE RATING



ADULTS ONLY RATING



WWW.ESRB.COM

DEMO DISC THIS MONTH



PLAYABLE DEMOS



STAR WARS EPISODE 1: JEDI POWER BATTLES

Join the Jedi Order and fight the evil Sith in this jam-packed action game. It's the first of a three-part series, and it's the only one to feature a lightsaber duel.

TENCHU 2 MATURE RATING

The action-packed Tenchu 2 is the second in a series of stealth games. It's the only one to feature a stealth game, and it's the only one to feature a stealth game.

WDW: MAGICAL RACING TOUR EVERYONE RATING

Join the magical racing tour in this game. It's the only one to feature a magical racing tour, and it's the only one to feature a magical racing tour.

DESTRUCTION DERBY RAW RATING PENDING

The action-packed Destruction Derby Raw is the first in a series of racing games. It's the only one to feature a racing game, and it's the only one to feature a racing game.

PLAY WITH THE TELETUBBIES EARLY CHILDHOOD RATING

Join the Teletubbies in this game. It's the only one to feature a Teletubbies game, and it's the only one to feature a Teletubbies game.

NON-PLAYABLE DEMOS

DAVE MIRRA FREESTYLE BMX

SPECIAL FEATURES



**WHO WANTS TO
BE A PRETEND
MILLIONAIRE • 88**

[illegible]

25 GAMES YOU MUST PLAY • 36

ban. If at all you do it, then have to check it over the next 6 months for both liability and injury. The thought that we were in the good position with what we were doing to get it open to the public about the 1990s, and the 1990s.



25 BEAUTIFUL PEOPLE • 54

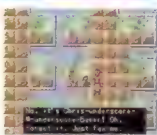
... taste of the PlayStation 3
... the PlayStation 3
... the PlayStation 3
... the PlayStation 3



page 104

REVIEWS

Арт. №5	28
Проект: ARM	28
Евгений	28
Результат	28
Итого	28
Коллекция	28
Logarithmic	28
М. И. Б. 1	28
Бригада	28
Бригада	28
ARM: Adventures	28
RF: Maker	28
Технический	28
Автоматизация	28
Результат	28



PREVIEWS

PLAYSTATION2

PLAYSTATION2					
			Rayman	72	Lunar 2: EBC
Age of Empires II	71	Run Like Hell	72	Miss Spider	81
Dark Cloud	71	Star Wars: Bombad	76	Monster Force	82
Dropship	78	Z.O.E	78	Mort: The Chosen	86
Ephemeral Fantasia	72	PLAYSTATION		Mortal Kombat: SF	86
ESPN Int'l T&F	78	Arc the Lad Collection	86	The Mummy	85
ESPN Snowboarding	78	Army Men: Air Attack 2	85	RayCrash: ST	82
Evergrace	74	Breath of Fire IV	84	Spider-Man	80
Fusion GT	74	ESPN Back Fighting	86	Spider-Man	86
The Getaway	76	ESPN MLS GameNight	85	Star Trek: Invasion	83
Gran Turismo 2000	77	Fear Effect: RH	85	Sydney 2000	81
Meta: Gear Solid 2	68	Final Fantasy IX	82	Tenchu 2	86
No One Lives Forever	76	The Grinch	84	Ulti Fighting Champ	82
Primal Image	72	Incredible Crisis	84	Woody Woodpecker	86



page 54



**OUR "COMPETITION" LEARNED EVERYTHING
THEY KNOW ABOUT SOCCER BY WATCHING
ESPN. WE THINK THAT'S PRETTY FUNNY.
OUR "COMPETITORS" DON'T THINK IT'S AS
FUNNY AS WE DO. THEY MUST NOT UNDER-
STAND THE IRONY OF THE SITUATION.**



© 2000 ESPN. All rights reserved. ESPN and the ESPN logo are registered trademarks of ESPN. The Konami logo is a registered trademark of Konami Co., Ltd. ©2000 Konami. All other logos are the property of their respective owners.





DEMO DISC



- △ Heavy Attack L1 Block
- Slash L2 Force Toggle
- Jump R1 Lock-On
- × Hack R2 Run

Players: 1-2 • Availability: Now • Developer: LucasArts • Publisher: LucasArts • Genre: Action

Non-Playable Demos



Dave Mirra Freestyle BMX

Players: 1 • Availability: December • Developer: Axis • Publisher: Activision • Genre: Sport

Next Month's Demo Disc



Playables:

Grind Session, Ms. Pac-Man, Rayman 2, Dave Mirra Freestyle BMX, Tyco RC Assault

Non-Playables:

NFL GameDay 2001, NCAA Gamebreaker 2001, Mat Hoffman's BMX, Chrono Cross



Feel the Force

Each of the five Jedi fighters available for play in Star Wars: Jedi Power Battles has his own unique Force-based attack (L2 + Triangle). In the demo, Obi-Wan Kenobi

delivers a quick dash forward and a sweeping thrust of his blade to carve enemy droids in two, as seen above



Star Wars Episode I: Jedi Power Battles

What is it?

Pick a Jedi knight, power on your lightsaber, and start tearing through droids as you play through Jedi Power Battles, a side-scrolling fighter based on *Star Wars Episode I*. No matter who you pick, you'll progress level by level through the movie's events, battling Jedi, evil droids, battle droids, and eventually the Sith warrior Hämmer Darth Maul.

What to expect in the full game

As a player co-op mode, choose to play as one of five Jedi: Obi-Wan Kenobi, Qui-Gon Jinn, Mace Windu, Yoda, or Anakin Skywalker. Each has his own set of moves, including Force powers, lightsaber attacks, and a variety of Force-based abilities. The game also features a variety of Force-based attacks as you progress, excellent authentic sound effects.

Our advice

Take time to learn the skills of a Jedi. Each Jedi has his own set of moves, including Force powers, lightsaber attacks, and a variety of Force-based abilities. The game also features a variety of Force-based attacks as you progress, excellent authentic sound effects. Remember to hit the L2 button repeatedly to do a Force-based attack. Use the L2 button to lock on to your targets in a fashion similar to the L2 button in other games. In a fight, don't be afraid to use the L2 button to pick up your targets.



The New Anakin

Up until recently, devoted Star Wars fans panicked and wailed over Internet rumors that proclaimed Leonardo DiCaprio as the actor to play the 20-year-old Anakin Skywalker (a.k.a. Darth Vader). If you haven't been paying attention in the upcoming *Star Wars: Episode I* flick. Not so, says Lucasfilm; the studio has now confirmed that the role has been handed to Hayden Christensen, a 19-year-old actor from Toronto, Canada. Hayden is best known for his role portraying troubled teen Scott Barringer on the Fox Family Channel series



Higher Ground. Hayden was thrilled to learn he had been selected for the role. "My brother Tove and I have always been big fans. We used to play some of the early video games religiously to make sure we became Jedi Knights."

Filming for the movie has already begun in Australia, with Hayden currently training under Jedi stuntmaster Nick Gillard. Hayden will learn Tai Kwon Do and other fierce combat skills necessary to portray Anakin Skywalker, who, in the film, will be tutored in the ways of the Force by Obi-Wan Kenobi. It's not easy being a Jedi.



along the way—hit L2 + Square to lob those babies at nearby droid. Of course, any decent Jedi offense begins with a good defense—if things get hairy, hold down L1 to block most incoming attacks with your saber. You can even reflect most blaster shots, so come straight back at your attacker.

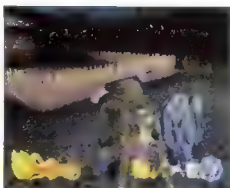
OPM psychic sez:

Unfortunately, it seems that *Star Wars: Jedi Power Battles* is yet another *Star Wars* title best left solely for the devoted fans, numerous on glitches, camera problems, and control issues. If you're a fan, you'll love it. If you're not, you'll hate it. In any case, the game is a good one to look past the problems. It's certainly satisfying to finally be that Jedi, lightsaber-wielding, butt-kicking hero.

Tenchu 2

What is it?

Tenchu 2 is a sequel to the first game, which was a stealth action game. In this game, you play as a ninja who is trying to save the world from a evil force. The game is set in a feudal Japan setting. You can play as a male or female ninja. The game is rated for everyone.



What to expect in the full game

The full game will be a stealth action game. You will be playing as a ninja who is trying to save the world from a evil force. The game is set in a feudal Japan setting. You can play as a male or female ninja. The game is rated for everyone.

Our Advice

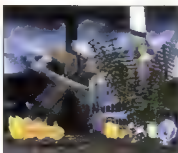
When playing Tenchu 2, it is important to be stealthy. You should avoid being seen by your enemies. If you are caught, you will lose health. You should also be aware of the environment. There are many hidden items and secrets in the game. You should explore every corner of the game world.

OPM psychic sez

The best way to win in Tenchu 2 is to be stealthy. You should avoid being seen by your enemies. If you are caught, you will lose health. You should also be aware of the environment. There are many hidden items and secrets in the game. You should explore every corner of the game world.

The Art of the Stealth Kill

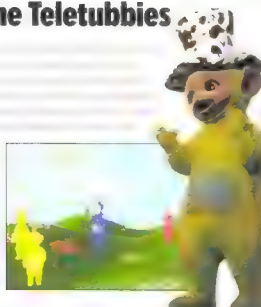
Like in the original Tenchu, your foes can be instantly dispatched with a silent "stealth kill" if you manage to sneak up to them and attack without being seen. This is best accomplished by slinking in the shadows and using the first-person view (L1) to learn an enemy's pattern. When his back is turned, scream "Taste my blade, dishonorable pig-dog!" in a snooty French accent, run in, and hit Square to witness one of the seven stealth kills each character possesses. [OK, scratch the scream.]



Players: • Availability
Developer: • Publisher
Genre: •

▲ Use Item
▲ Attack
○ Block / Drag
X Jump
L1 Look Around
L2 Switch Item
R1 Crouch / Sneak
R2 Switch Item

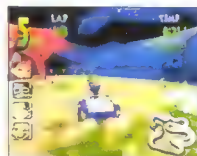
Play with the Teletubbies



▲ Perform Action L1 Not Used
○ Perform Action L2 Not Used
X Perform Action R1 Not Used
X Perform Action R2 Not Used

Players: • Availability
Developer: • Publisher
Genre: •

WDW: Magical Racing Tour



▲ Change View L1 Activate Power-Up
○ Brake L2 Toggle Map
○ Horn R1 Hop
○ Accelerate R2 Rear View

Players: • Availability
Developer: • Publisher
Genre: •

Destruction Derby



▲ Not Used L1 Change View
○ Brake L2 Turbo Boost
○ Reverse R1 Rear View
X Accelerate R2 Handbrake

Players: • Availability
Developer: • Publisher
Genre: •

Disc Problems?

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or non-working demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services.

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of the Official U.S. PlayStation Magazine that the demo disc included is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. SCEA agrees for a period of ninety (90) days to either repair or replace, at its option, the SCEA product. You must call 1-800-345-SONY to receive instructions to obtain repair/replace ment services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mis treatment, neglect or breakage during ship ment. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

OPM Demo Disc is published monthly by Sony Computer Entertainment America Inc., 919 E. Hillside Drive, Foster City, CA 94404. All titles shown herein are trademarks of and copyrights of their respective publishers and/or their licensors. See individual screens for details. ©2000 Sony Computer Entertainment America Inc. Please submit all related demo disc inquiries to OPM Demo Disc, Inquiries, 919 E. Hillside Drive, Foster City, CA 94404.

DEMO DISC PRODUCERS
Jessa Harrison • Gary Barth • Perry Rodgers
PRODUCT MANAGER
Shelley Johnson
EXECUTIVE PRODUCER
Andrew House
AUDIO
Buzz Burrows • Chuck Doud
MUSIC COMPOSITION
Nathan Brenholz
QA SUPERVISORS
Chris Caprio • Charles Delay
LEAD TESTERS
Tim Dormal • Derek Rayla
• Ken Dan
PROGRAMMING AND INTERFACE ARTWORK BY
LIFEUIE PRODUCTIONS, INC.
LEAD PROGRAMMER
William Boban
3D ARTIST
Philip Williamson • Jason Robinson
PRESIDENT
Kathleen Williams
TECHNICAL DIRECTOR
Tim Edwards
CD ANIMATION
INTRODUCTION BY
Secret Weapon
CREATIVE DIRECTOR
Mike Tran
CHIEF BUSINESS STRATEGIST
Wes Harris
DIRECTOR OF OPERATIONS
TONKS
Ryan Ramirez
SPECIAL THANKS
Jon Manahan • Michelle Maashan • Kathleen Lynch • Karen Borowitz • Kerry Hopkins • Riley R. Russell



IMPROVE YOUR KARMA.

6789

Tobacco will kill 1,200 people in the United States today. Maybe fewer of us would die from cigarettes if there were fewer cigarette ads. But please only rip out ads from magazines you own. Thank you.

QUICK HITS

Love the new layout. I always felt funny leaving it on my desk at work. It feels like something a kid would read. I guess you could say your magazine just went from *adult* to *teeny*.

LEGENDS AND SECRETS
Will Legend
Marek's life
Secret of
on Super
Nimrod

Check out our Reviews online this month. The game looks great, but it's not quite as good as the others.

All right, tough guy... So you really liked Urban Chaos, huh? Maybe you should lay off the Big Macs and get some real taste in games. The thing is, I liked the game that was buried underneath all the glitches and problems. But for me, the crap overwhelmed the positives in this poorly done waste of money. At least you rented it and didn't buy it. Why don't you send us a reader review of the game and we'll put it in the issue. E-mail it to us at OPM@ziffdavis.com and we'll make sure it gets printed. - Gary

is sorry I have to live with it. I've been reading a lot of good reviews of game, but I have to say I was disappointed. I've read 14 (yes 14) reviews on a bunch of crap that has been used on good reviews of game. I've been reading your magazine and I was disappointed more disappointed than with your last

Got something you really want to rant about? Someth.ing that gets you annoyed? Get on our soap box and vent. E mail us at OPM@ziffdavis.com and mark the subject line SOAPBOX



John Garrett,
Brown Deer, WI



CHECK OUT THE TRUTH TOUR.
BRING YOUR RIPPED OUT ADS.
GET FREE TRUTH GEAR.



Promotion starts on 6/26/00 and ends on 8/6/00. For complete terms and conditions and other ways to participate, visit www.thetruth.com. Offer limited to residents of the states listed above. Void where prohibited. While supplies last.



"the Japanese opening was full on anime and at least as good as Gundam... quality animation"

READERS' MOST WANTED

1. Metal Gear Solid 2
2. Final Fantasy IX
3. Driver 2
4. Spider-Man
5. Vagrant Story
6. Parasite Eve II
7. WWF SmackDown!
8. Syphon Filter 2
9. Chrono Cross
10. Star Wars: Starfighter

E-mail your most wanted list to OPM@ziffdavis.com. Mark the subject **MOST WANTED**.

magazine. I hope I don't see anything like that again when PlayStation comes out. Adam Lemire. No.am15a.dier43@aol.com

X-Men is the biggest comic book series ever and the movie a guaranteed box office smash. The game definitely warrants some attention when there's that much interest in the subject matter.

X-Men Xtacy

I wanted to say you did a good job in covering as much about the X-Men as you did given the nearly 40-year history. However, given that OPM is the home of "next but not last facts," I have a bone to pick. You failed to include a single shot of the opening sequence of the Fox X-Men series when it played in Japan. Instead of the weak opening animation that typified the look of the series here in the US, the Japanese opening was composed of anime at its best. As good as Gundam and dare I say it close to Gundam. Plus, quality animation. I got a chance to see it during a retailer convention back in '95, asked the Marvel rep if that was the new look for the series or a separate Japanese one, but was told it was just the opening for the Japanese market. Too bad if the series looked that good here people would line up to Saturday morning cartoons a lot more. Or even prime time ones other than Simpsons spin-offs on network TV. Cartoon Network as the... How about a taste for all those who have never seen it and most likely never will?

Scott Lamb

Jacksonville, FL

Wal-Mart Rantings: One side...

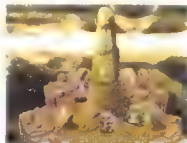
Todd's rant about Wal-Mart got me thinking, which prompted a visit to my local Wal-Mart. After dodging endless, poorly constructed dump tables, I reached electron city only to find that what Todd was saying was right. As of the games were rated "Everyone" in the small area that I live in, the nearest EB is a good 45 miles away. Wouldn't good business sense warrant Wal-Mart to carry anything that sells well? The games were locked

Screen Caption Contest Winner



"Oops! I did it again"

Andrew J John
toransoren@hotmail.com



Prove to your friends that you really are the world's greatest living comedian. Every month we run a pic, and it's your job to come up with a witty caption that makes us laugh so hard our heads fall off! E-mail your captions to OPM@ziffdavis.com and mark the subject **CAPTION CONTEST**. This month's picture (above) shouldn't cause too much trouble for you.



down light in glass cab nets and they don't seem to sell a light gun for any system. Once again, prompted by the article, I went back to sporting goods to check out the guns. While they were in a case, it was not locked and I even proceeded to take one out and was never approached by a sales associate (the amount on was also conveniently stored in the same case). Exactly where do Wal-Mart's standards lie? If they're trying to prevent violence, isn't selling guns hypocritical? (ronriv2@aol.com)

The guns had trigger locks though, right? And the ammo was locked in boxes?

...and the other side

I work for a Wal-Mart warehouse, and as such I get 10% off my purchases for stuff like toilet paper, PlayStation games, shotguns, and bullets. I haven't heard anything about the stores not carrying violent games any more, in fact I bought Rainbow Six, the Resident Evil games, Duke Nukem etc. there, and never had a problem with availability. Where did you hear this? I am an avid gun owner and shooter and reader of your magazine. (I subscribe) although I could certainly do without the magazine if I thought any of the proceeds from my subscription was going to anti-gun campaigns! D42002.11@netnet

The rules seem to vary from store to store. For more on the ongoing ratings debate, check out our story in Spin this month for comments from Illinois Attorney General, Jim Ryan.

RASTARUE?
Why does Rue from Threads of Fate have a Mastafarian hat? Madeleine Boies. No.am15a.dier43@aol.com

It's green and orange. It's missing a color to be true Rastafari.

MATURE FEEL IN JAPAN?
I heard a rumor that there is a Mature version of FFVII in Japan. Is this true? Kaiser Soren. No.am15a.dier43@aol.com

Not that we're aware of.

D'UH
Why don't you write on game reviews on anything but PlayStation? You are being very rude! Si.

Why do you think?

GAME IDEAS
Hi, I just had a spark of inspiration for a game and I am wondering where I could submit game ideas. Cr.

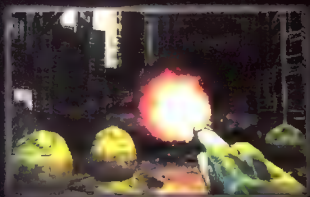
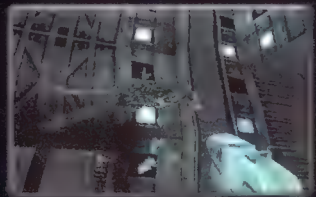
Check out www.gamasutra.com for cool info on development. Or www.gamajobs.com

Official Contest and Sweepstakes Rules

DON'T BE AFRAID OF THE DARK.

BE AFRAID OF WHAT'S IN IT.

ALIEN RESURRECTION



WWW.FOXINTERACTIVE.COM



Animated Blood and Gore
Animated Violence

TM & ©2000 TWENTIETH CENTURY FOX FILM CORPORATION. FOX, FOX INTERACTIVE, ALIEN RESURRECTION AND THEIR ASSOCIATED LOGOS ARE TRADEMARKS OF TWENTIETH CENTURY FOX FILM CORPORATION. LICENSED BY SONY COMPUTER ENTERTAINMENT AMERICA FOR USE WITH THE PLAYSTATION 2™ CONSOLE. PLAYSTATION AND THE PLAYSTATION LOGO ARE REGISTERED TRADEMARKS OF SONY COMPUTER ENTERTAINMENT INC. THE RATING ICON IS A TRADEMARK OF THE INTERACTIVE DIGITAL SOFTWARE ASSOCIATION.

For Mature Eyes Only

Illinois Attorney General Jim Ryan wants to make the world safe by limiting the sales of M-rated games

YOUR KID'S GAMES

With violent games like *Grand Theft Auto* and *Call of Duty* on shelves, parents are looking for ways to protect their kids from the violence. And the move is being made: Some states are now requiring video games to be rated.

Artistic license: The new rating system for video games, which is being pushed by both the Entertainment Software Association (ESA) and the National Commission on the Protection of Children from Sexual Offenses (NCPCSO), is being pushed by both the ESA and the NCPCSO.

But even more than the rating system, it's the fact that the rating system is being pushed by both the ESA and the NCPCSO that is causing the controversy. The rating system is being pushed by both the ESA and the NCPCSO.

At the same time, the rating system is being pushed by both the ESA and the NCPCSO. The rating system is being pushed by both the ESA and the NCPCSO.

General. The rating system is being pushed by both the ESA and the NCPCSO. The rating system is being pushed by both the ESA and the NCPCSO.

THE RATING SYSTEMS	
Games	Movies
Rating	Rating
Rating Agency	Rating Agency
Description	Description
% of total games	% of total movies
Enforcement	Enforcement
Web site	Web site





M.L. ELRICK

GAMES DON'T KILL PEOPLE, PEOPLE KILL PEOPLE

Now I'm no graybeard, but I am old enough to remember when the clarion call went out warning parents that their children's retinas would be irreparably scorched by the insidious Pong and their brains softened by the mesmerizing march of Space Invaders. And it's only now that I'm a parent myself that I recognize Pac-Man as a cleverly crafted allegory glorifying the use of LSD. [Why else would that little yellow man seek out those large white dots—obviously tabs of acid—that transform him into a psychedelic sphere hunting down the very creatures he had previously avoided? How else, unless impervious to pain in his blotter-fueled psychotic state, could this tripped-out little coward vanquish his tormentors?]

So I guess it was only a matter of time before Duke Nukem and Bio Freaks took the blame for the soul-rending slaughter at Columbine High School. Such dire pronouncements come from no less a figure than Illinois' popular and politically savvy attorney general, Jim Ryan.

Concerned that the carnage of Nightmare Creatures and Turok: Rage Wars are contributing to our "culture of violence," Ryan, some eggheads and nine U.S. senators who wouldn't last a minute in the crosshairs of a Quakehead's rail gun, urged retailers to stop selling M-rated video games to teenagers. And, surprisingly, they scored some early successes. From the video store in Pekin, Ill. that refuses to rent M-rated games to under-18s to nationwide retailers Sears and Wards, which outright dropped those games, Ryan's initiative has persuaded business owners to forgo at least a small measure of profit for the commonweal.

While I don't quite buy into Ryan's argument that M-rated games are "murder simulators," there's nothing wrong with asking retailers to abide by the game industry's own rating system in the same way we expect theater owners to bar adolescents from raunchy movies. But I can't say I'm persuaded that restricting access to lurid video games will stop the misanthropes among us from lashing out. After all, I played Donkey Kong for years and never developed an animosity toward simians or a belief that Italians were pathologically unable to climb ladders. Dabbling with Aerosmith's fanciful shoot-'em-up game never compelled me to don tights, scarves and gun belts after, of course, undergoing collagen tip implants. Likewise, I don't think kids who soak up a little sunlight and read a book or two will develop a bloody xenophobia that will manifest itself in an ungodly body count just because they indulged in a little vicarious video slaughter.

The problem Ryan and the rest of us have yet to find a solution for, is what to do with those unable to control their violent and antisocial impulse. Ultimately, I'm afraid, pulling M-rated video games out of the hands of teenage shoppers might win a few votes, but it won't save as many lives as a healthy stock of smart bombs.

M. L. Elrick is a reporter in the New York Times, Newsday and Chicago Magazine.



Handy Hard Drive

To the left is a picture of the PS2 hard drive that is slated to release in Japan this winter (the U.S. version will be stored internally). Called the HDD (Hard Disc Drive), it will offer the PS2 storage space and high-speed network access.

Sony Shrinks PlayStation



PS one Specs

Dimensions: 193 mm (W) X 38 mm (H) X 144 mm (D) Weight: 550 g

"Sony is the company that pioneered the evolution of personal audio and video products designed to accommodate the changing consumer lifestyle."

Kaz Hirai, president and chief operating officer of Sony Computer Entertainment America

Sony Expands PS2

Sony Computer Entertainment Inc. (SCE) announced today that it will expand its PlayStation 2 (PS2) product line to include a new model, the PS2 Slim, which is smaller and more compact than the current PS2 model.

WWW.PENNY-ARCADE.COM



VAMPIRES



GET IN TOUCH WITH YOUR INNER PSYCHOPATH

And you better learn fast. Because you're Keith Snyder, bodyguard, trapped in the Desert Moon Hotel when all the patrons are turned into vampires. Your job... find out why and destroy a few million nasty vampires in the process. There is a myriad of environments, awesome weapons and challenging puzzles to keep you on the edge of your seat. You can even pick your blood type and play as a human or vampire. Videogames.com said, "If you're looking for an RE-style game with a twist this might be your best move." So get moving, before you become...uhhh...dead meat.

©1999 Bandai Co., Ltd. Countdown Vampires and all characters, names and distinctive likenesses thereof are the property of Bandai. All rights reserved. Used under license by Bandai America Incorporated. Distributed by Bandai America Incorporated, 3355 Kellen Avenue, Garden, California 95626. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc.



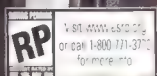
MIRA SWISH



MILES DOORS



CLAUDIA SWISH





Gear Trailer set for DVD

Konami is releasing a special-edition DVD in Japan that has the trailer for Metal Gear Solid 2 on it. Also in the package is an E3 special, some behind-the-scenes info on the game, a Z.O.E. trailer and more. Don't you wish they had cool stuff like that here?

CHRIS GORE

COOL YOUR JETS, X-MEN FANS

There have been more than 25 games based on the *X-Men* comics on everything from arcade to PC to Sega Genesis to Super Nintendo to Game Gear to PlayStation. With the *X-Men* movie comes a whole host of games based on the film.

But all is not right in Geekville (you know, that's the town I live in).

A lot of fans of the comic are furious that the costumes in the movie are not accurate. "They look too much like *The Matrix*," some say.

To these nitpickers I say, "Lighten up!" Sure, I could see getting really upset if this were a new Superman movie. I mean, that bright blue and red costume is an icon. Or Batman, if they radically changed his look. [Oh wait, they did, in *Batman and Robin*. Wow, did that movie blow.]

Look, the costumes in the *X-Men* were never that important. In fact, they changed so much in the comic, no one really paid it any mind.

Translating a comic book to a movie is inevitably going to result in changes. I like the new look of the costumes. And if you remember, the *X-Men* isn't really about secret identities and superhero garb anyways; it's more about alienation in a culture in which mutants are shunned.

I wish comic fans could be more like game fans. (I'm both, which is a real problem for me.) I mean, no game fan ever complained when the *X-Men* took on the characters in *Street Fighter*.

Heck, now that would make a great movie!

Chris Gore is the host of the *Threat* www.threatreal.com, the host of *The New Movie Show*, which airs on Thursdays at 10:30 p.m. on the FX Network in his spare time, he's also baffling critics of the costumed avenger known as The Winger.



PlayStation Aptitude Test

Think you know your PlayStation games? Take The PlayStation Aptitude Test (P.A.T.) each month and see how good you really are.

1. The team responsible for which high-profile N64 game has developed the Eidos game, *Timesplitters*?
a. Naughty Dog
b. Electronic Arts
c. Activision
d. Rare
2. Which well-known composer is scoring the music for Metal Gear Solid 2 *Sons of Liberty*?
a. Yoko Kanno
b. Nobuo Uematsu
c. Tetsuya Nomura
d. Koji Kake
3. Which of the following isn't a voice actor for the upcoming *Fantasy Movie*?
a. Michael Biehn
b. James Earl Ray
c. Kevin Spacey
d. Anthony Quinn
4. It's October 26th and you want to go home with a PS2, two joypads, a memory card, a multitap and two games. Before tax it'll cost you...
a. \$533
b. \$200
c. \$100
d. \$50
5. Tony Hawk is to Neversoft as Dave Mirra is to...
a. EA
b. Activision
c. Electronic Arts
d. Atari
6. Matt Damon is to *Titan AE* as Ving Rhames is to...
a. *Gladiator*
b. *Gladiator 2*
c. *Gladiator 3*
d. *Gladiator 4*
7. Which one of the following was the first fully polygonal football game?
a. *Madden Football*
b. *Madden Football 2*
c. *Madden Football 3*
d. *Madden Football 4*
8. Which year did Madden Football NOT come out for PlayStation?
a. 1993
b. 1994
c. 1995
d. 1996
9. Which quote doesn't belong?
a. "I'm a Jedi." (Yoda)
b. "I'm a Jedi." (Obi-Wan)
c. "I'm a Jedi." (Anakin)
d. "I'm a Jedi." (Luke)
10. In *Soul Blade*, who walks away with the sword at the end of the game?
a. Milla
b. Milla's brother
c. Milla's father
d. Milla's mother

Answers

1. b. 2. a. 3. b. 4. a. 5. c. 6. a. 7. b. 8. d. 9. d. 10. b.

OVERHEARD: PS2 MOD

"The chip is exactly the same micro-controller that was used in the original PlayStation mod many moons ago. Unfortunately, Sony have failed miserably to install secure safeguards in their software to prevent piracy and a new era of PlayStation software theft is about to blast off."

Popular import game retailer NCS (www.ncsx.com) on the PS2 MOD. It may well be a bit early

DATA STREAM

More Suikoden

In addition to part III for the PS2, Konami is currently working on another Suikoden game for the original PS titled Suikogaiden: Swordsman of Harmonia. Set to be released in Japan this fall, the game will be more of an adventure game rather than a standard RPG.



MDK 2.5

Bioware is currently working on MDK Armageddon for the PS2. Essentially an upgrade of the already-released MDK2, the new game will offer new enemies, items and level additions. Look for it this fall.

Verant on PS2

Verant, developer of such massively multiplayer games as *Everquest* for the PC, was recently purchased by Sony Online. Interestingly, the developer also recently admitted to working on console games, making the likelihood of its upcoming Star Wars RPG or *Everquest* coming to the PS2 very strong.

Out of Control

Sierra is porting its PC title *Ground Control* to the PS2 for release this fall.

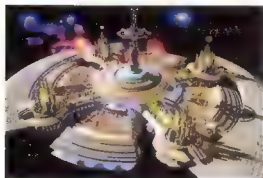


TM

**Those Forced Outside the Law
Must Rise to Become Heroes.**



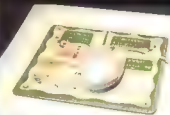
Our games go to 11!

[illegible]

Hollywood insider Web site Ain't It Cool News has revealed that John Woo and Chow Yun-Fat are once again teaming up, but this time it's for a PlayStation2 game. Sony has apparently signed the two to work with the company on developing a role-playing game. The action-RPG will be based on Chow Yun-Fat's movie characters and John Woo's world-renowned gun-battle scenes. Both stars will promote the game, which is being planned for a release in 2002.

DATA STREAM

Sony is currently working on a freestyle paint game for the PS2 in Japan that makes use of a mouse peripheral. Titled Bikkuri Mouse, the game is no ordinary paint program, as it fills in your creations with graphics as you progress. Most USB mice can be used for it.



Criterion, developers of the hit game *Trickstyle*, are currently working on a hoverboarding title for the PS2. Titled *Stunt Squad*, the game will require players to perform all sorts of stunt moves in the city streets.



GOSSIP, RUMOR AND SCANDAL. GAMING'S INNER SECRETS DUG UP AND SERVED WITH GRAVY

PlayStation 3 *PlayStation 3*

Microsoft is acknowledged.



Clish MacLaver Gossip Gossip

a possible PS2

SEGA WHO?

"Sega has no plans to support any other game console whatsoever, period."

ROB DYRDEK
CROOKED GRIND ALABAMA PHOTO.

**THE SHOES
CAN HANDLE IT.
CAN YOU?**

SHOE FEATURED
ROB'S NEW SIGNATURE
MODEL, THE **ENDEAVOUR**

FOR STICKERS, POSTERS AND INFO SEND \$2.00 (U.S. CURRENCY ONLY) TO:
DC STICKERS, 770 SINGAPORE AVENUE 14TH FLOOR, VISTA, CA 92083. OFFER VALID IN USA ONLY.
DEALER INFO 800-888-6225

AVAILABLE AT YOUR
LOCAL SKATEBOARD SHOP
TO FIND A LOCATION NEAR YOU, SEE THE LATEST NEWS,
TEAM INFORMATION AND SHOES, VISIT OUR WEBSITE AT
WWW.DCSHOEUUSA.COM





SPIN

Naughty Dog Predicts Future

Now that Naughty Dog is working on their new game, it seems to have a whole lot of ideas. Naughty Dog's new game, *Uncharted: Drake's Fortune*, is a third-person action-adventure game.

OPM: What do you think of other PlayStation2 software right now?

Jason Rubin: "New game, new game. I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."



OPM: What do you think the PS2 needs in order to distance itself from the pack?

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

Clayton Kopp: "I think it's a good time to be a developer."

The Legacy of Kain Bloodbath Continues on PlayStation2

After a long wait, the legacy of Kain continues on PlayStation2.

After a long wait, the legacy of Kain continues on PlayStation2.

After a long wait, the legacy of Kain continues on PlayStation2.

After a long wait, the legacy of Kain continues on PlayStation2.

After a long wait, the legacy of Kain continues on PlayStation2.

After a long wait, the legacy of Kain continues on PlayStation2.

After a long wait, the legacy of Kain continues on PlayStation2.

After a long wait, the legacy of Kain continues on PlayStation2.

After a long wait, the legacy of Kain continues on PlayStation2.

After a long wait, the legacy of Kain continues on PlayStation2.

After a long wait, the legacy of Kain continues on PlayStation2.

After a long wait, the legacy of Kain continues on PlayStation2.

After a long wait, the legacy of Kain continues on PlayStation2.

After a long wait, the legacy of Kain continues on PlayStation2.

After a long wait, the legacy of Kain continues on PlayStation2.

After a long wait, the legacy of Kain continues on PlayStation2.

After a long wait, the legacy of Kain continues on PlayStation2.

After a long wait, the legacy of Kain continues on PlayStation2.

After a long wait, the legacy of Kain continues on PlayStation2.

After a long wait, the legacy of Kain continues on PlayStation2.

After a long wait, the legacy of Kain continues on PlayStation2.



PlayStation2 Coming Soon to a Theater Near You?



Kojima and Okamoto

Capcom's Yoshiki Okamoto (*Resident Evil*) and Konami's Hideo Kojima (*Metal Gear*) converse in a recent SCEI Online interview.

Kojima: "Movie-like" are words we have trouble with. Of course, users are hoping for great graphics, but that's not the only thing that makes a game fun [to play]. I want us to make that clear today.

Okamoto: [addressing Kojima] OK, you can say that. But I'd say we're not movie-like. We're not movie-like. We're not movie-like.

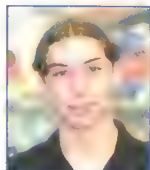
Kojima: "Because the PS2 is so powerful it is possible to create real-time, movie-quality scenes as long as it's not user-controlled. But that's not the same fun as what a game should be. So, instead of the graphics, I'd rather have the gameplay be movie-like."

Okamoto: "I want to put a PS2 game on a large screen to make it movie-like."

Kojima: Yes, that's a great idea.

Word On The Street

"What do you think about PlayStation2's \$299 price tag?"



Nick Potter



Steve Kanzia



Deana Mitchell



Ron Alam



Matt Glenney



T.J. Sopoci

What can you get for under \$10?

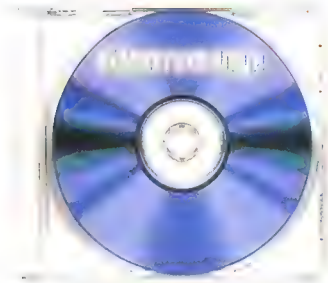
a)

60546	221	13	2	D	72 00	EGDSDFB
17 00	UPPER UPPER CONCOURSE					
72 00	THE CORPORATE-MEGAPLEX ARENA	ZZ	86895			
221	IN ASSOCIATION WITH "ROT YO TEETH SOOT"	221				
213-498	PRESENTS	CHUMP				
15	1	"DA CORN BISCUITS"	15			
HMBONE	NO GOOD TIMES/HO FUN	MD	17 00			
04AUG	FRI	AUG	4	2000	3 30 PM	8

b)



c)



d) "A great new game for the PlayStation® game console..."

\$9.99

YOU GOT GAME

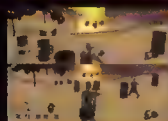
\$9.99

SPEC OPS: Stealth Patrol

THE ENEMY IS EXPECTING YOU TOMORROW... YOU'RE ALREADY THERE!



April 2003



Choose **stealth** or all-out frontal **assault** as you lead your team of Rangers into combat against **ultra-powerful** terrorist units.

Fight against time and huge **enemy forces** in global **terrorist hotspots**.

An **arsenal** to choose from including **night-vision goggles**, **sniper rifles**, machine guns, **tripwire** mines, grenades, shotguns, and more.

Two player split-screen battle mode.

Lead your team with **guns blazing** or silently under the **cover of darkness** across landscapes of thick jungle, barren desert, arctic tundra and dense forest.

ACTION BASS

SIZE MATTERS



May 2003



Tournament-style Challenge Mode, **free-wheeling** Free Mode, and an Extra bonus Mode is available.

Lure Action Gauge (lure movement status meter) allowing the player to monitor **lure movement** easily.

Enjoy watching fish (up to five heaviest) you brought back in the **Aquarium Mode**.

Five diverse lures are available at the beginning, covering a **wide range** of water conditions and lure **movements**. More lures will be available as the player **gains experience**.

Wide variety of "lure action" possible to **attract bass**, with some lures requiring retrieving or rod **movements** only while others requiring **skillful** combination of the two.

\$9.99

YOU GOT GAME

\$9.99

WWW.TAKE2GAMES.COM

\$9.99

YOU GOT GAME

\$9.99

MARTIAN GOTHIC

EXPLORE THE DARKSIDE OF THE PLANET.

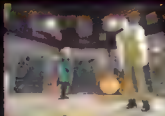
Year 2018. On Vita 1, a base constructed on the face of Mars, man searches for evidence of bacterial life beneath the frozen surface. During the excavation, a giant sarcophagus opens into a vast and ancient necropolis. Soon after, all communication with Mars ends.

Reason for breakdown of transmission: unknown.

Fate of Vita 1 base: unknown.



May 2000



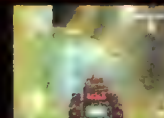
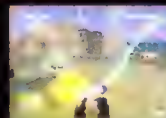
Through the complex, layered plot **follow** three investigators sent by Earth Control to **assess** the situation on Vita 1. Dozens of **treacherous** subterranean city caverns to **explore**. **Non-linear** puzzle structures **challenge** you at every turn. Strange and violent creatures stalk you constantly as you **seek answers** to the disappearance of Vita 1's staff and the **mystery** of the ancient Martian **necropolis**.

GRUDGE WARRIORS

THERE IS NO SUCH THING AS FRIENDLY FIRE.



April 2000



23 mission battle **arenas**. **11** **ruthless** and unique **gangs** + the Final Boss to compete against in battle. Each level is loaded with **secret areas**, hidden **power-ups** and dozens of non-gang opponents like **attack droids** and robotic gun turrets. **Head-to-head** 2 player split screen **combat**. Dozens of power-ups including **invulnerability**, invisibility, **double damage**, guided missile jammers, nitro boosts... An arsenal of **destructive** weaponry including **shield-draining bombs**, **energy mega-bolts**, corrosive gas bombs and mini-thermonuclear **warheads**.

* Suggested Retail Price \$9.99.

©2000 Take-Two Interactive. All rights reserved. Take-Two Interactive Software, Inc. and the Take-Two logo are registered trademarks of Take 2 Interactive Software, Inc. Spec Ops & Zombie are trademarks of Zombie Software Incorporated. Grudge Warriors is a trademark of Take 2 Interactive Software and Telstar Electronic Studios Ltd. Martian Gothic is a trademark of Creative Reality, Ltd. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icons are trademarks of the Interactive Digital Software Association.



\$9.99

YOU GOT GAME

\$9.99

WWW.TAKE2GAMES.COM



SPIN



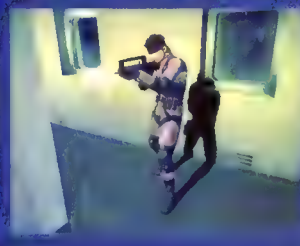
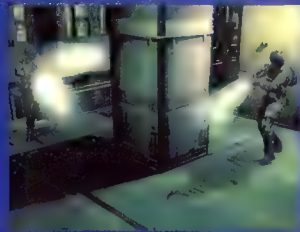
25 GAMES YOU MUST PLAY

Each year we look forward to the games on the way and try and highlight the real gems. The games that you absolutely 'have' to play. The next 12 months are going to be an exciting time with some glorious examples on both PlayStation and PlayStation2.

Illustration by Bret Bevis

METAL GEAR SOLID 2

PS2



Publisher: Konami

When you can play it: 2001

Why you must play it:

Apart from being the next Metal Gear game, which to many would be reason enough alone to play it, you really have to see this to believe it. Remember how seeing the *Star Wars Episode I* trailer brought a lump to your throat and made the hairs on the back of your neck tingle? This is the first video game we've ever seen have the same effect on people. When it was previewed to journalists at E3 in May it received rapturous applause, and when Konami representatives announced that all of the released visuals were generated exclusively by the game itself, any doubts of PS2's worth were firmly in their place. Metal Gear Solid 2: Sons of Liberty will no doubt signify the next paradigm shift in video game design and represent the line between game and movie blurring still further. We can't wait to play it...it really does look like a "real" action movie that you're the star of. And even if the hero, Snake, does have a luxuriant mullet...we can handle that. Metal Gear transcends multitude. It's that incredible.

It's going to get even better too:

Check out our PS2 preview this month and you'll see comments from the big man on Metal Gear, producer and director Hideo Kojima. Apparently the images released so far aren't indicative of what the final game will look like. "This is the chicken or the egg. Looks like those neck hairs will be tingling even more when the game is released next year."



Fear Effect: Retro Helix

Publisher: Eidos

When you can play it: Early next year

Why you must play it:

Fear Effect is good cinema, and this prequel will be no exception. It has dynamic, dangerous, cutting-edge characters that speak their minds. The art and the storyline are also freaky fly fresh.

Lesbians:

There are no guarantees in life, but Simon sez Retro Helix might explore the "unique" relationship between Hana and Rain.



Silent Scope

Publisher: Konami

When you can play it: October

Why you must play it:

Shoot-em ups are getting trite, so Silent Scope is swooping into consolehood to offer innovation to go with putting bullets in people's brains. You'll work as a sniper, with diverging storylines, in an attempt to save the President's daughter. Even without a lightgun it's lots of cap-popping fun.

The Lighter Side:

The arcade Silent Scope offers a mounted sniper rifle, but due to the Columbine tragedy, Konami won't risk the backlash of releasing Silent Scope with a lightgun.

5 to Avoid

- ECW Anarchy Rulz
- Resident Evil Survivor
- Power Rangers Lightspeed Rescue
- Rampage Through Time
- VIP



FIFA World Championship Soccer

Publisher: EA Sports

When you can play it: October

Why you must play it:

Although not strictly the "new" FIFA game (that will come next year) WFC is like a huge remix of all the best bits from the latest FIFA games with super realistic graphics on top. Already out in Japan, we've had the chance to play it and it's certainly one of the best soccer games ever made.

Play with teams you've never heard of:

Just about every soccer team in the universe is here. If there were teams on Mars, EA Sports would have licensed 'em.



The Getaway

Publisher: SCEA

When you can play it: TBA

Why you must play it:

If for no other reason than to show it to your Dreamcast-owning buddies...The Getaway features some of the most incredible visuals you're likely to see for a while. The game itself looks to be a Driver/GTA-style tale set on the streets of London.

Those graphics are for real?:

When Sony Europe showed the first fruits of SoHo Studios' work, the Net erupted with comments from puffed-up developers claiming that the screens must be mock-ups and not real screens. It still remains to be seen whether the final code really will look this good, but the system is certainly capable of it.



Dark Cloud

Publisher: Sony CEA

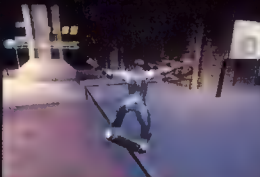
When you can play it: October

Why you must play it:

Picture the PC game SimCity, set in Medieval times. Now picture being able to swoop down into the streets and interact with the inhabitants—instantaneously, at the touch of a button. If you think that sounds cool, just wait until you actually see it in action. It's breathtaking.

Beneath the surface:

There's a lot more to Dark Cloud than just building pretty towns; the game also includes massive dungeon segments and a fast-paced combat system.



Tony Hawk's Pro Skater 2

Publisher: Activision

When you can play it: August

Why you must play it:

The sequel to one of the most dynamic games to hit consoles offers all new cities to thrash (Philadelphia, Brooklyn), all new pros (Rodney Mullen, Erik Coston), a skate-park editor and a revamped Career Mode.

Tony Hawk on PS2:

Joel Jewett, president of THPS' developer Neversoft: "Once we're done with Tony Hawk 2, I don't see any reason why we wouldn't bring it to the PS2."

Bookmarks

www.konami.com

www.eidos.com

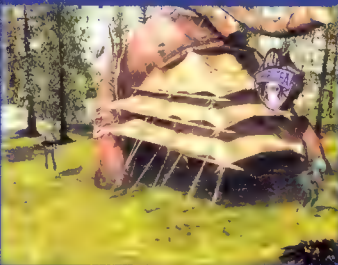
www.easports.com

www.playstation.com

www.activision.com

www.us.infogrames.com

ODDWORLD: MUNCH'S ODDYSEE

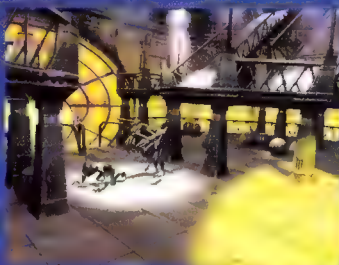


Publisher: Infogrames

When you can play it: Fall

Why you must play it:

Rarely has any game stretched across as many categories as does Munch's Oddysee. It may look like a 3D adventure—it even has some platform-game elements to it—but it promises to be much, much more. The world of Oddworld has a complex ecological and economic system, forcing players to manage resources, control large groups of characters, and basically manipulate an immense



lifelike environment. Plus it'll be packed with Oddworld's trademark sick humor. Sigg pures, anyone?

Multiple personalities:

This time around, you not only control the lovable Abe, but also the equally lovable Munch, who hops, swims and rides in a speedy wheelchair. Once the story begins, you'll be able to switch instantly between the two characters, which will be necessary to overcome the game's many complex puzzles. The game will also include the emotion and health management introduced in Abe's Exoduss.



Ready 2 Rumble Round 2

Publisher: Midway

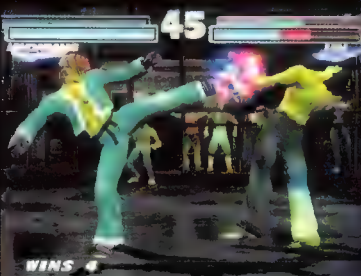
When you can play it: October

Why you must play it:

As if Ready 2 Rumble coming to the PS2 wasn't enough, of a reason to check this one out, we've got others. L.A. Laker superstar Shaquille O'Neal will be in the game, along with the King of Pop (is this still the case after the Lisa Marie Presley fiasco?), Michael Jackson. Afro Thunder will also return as the marquee sparrer.

The boxer Midway left out:

Rapper Snoop Dogg was left off the short list of famous folk added to R2R 2. Apparently, Midway couldn't figure how many ho's and tricks he was slangin'.



Tekken Tag Tournament

Publisher: Namco

When you can play it: October

Why you must play it:

It may not be the most advanced fighting game around, any more, but Tekken Tag Tournament is a great example of how an old-style game can be given a fresh lick of paint on PlayStation2. The classic Tekken gameplay is still more than apparent, and some of the graphical features are truly spectacular.

Let's drink beer and go bowling:

Like all the other versions of Tekken, TTT features bonus stuff to open up, the most fun of which is the bowling game.



Madden NFL 2001

Publisher: EA Sports

When you can play it: October

Why you must play it:

Madden 2000 was the best football game ever made. Instead of updating rosters for a sequel (something we hate), EA has a whole new console to work with. The graphics are so crisp you can see stadium lights reflecting off the players' helmets!

Betting lines:

Want to talk favorites for next season's Super Bowl? Look no further than Vegas. The Redskins are the best bet at 2-1, while the Rams, Jaguars and Bucs are all 6-1.



Parasite Eve 2

Publisher: Square

When you can play it: September

Why you must play it:

Aya Brea is a fox, the Mitochondria are seriously nasty, and the game blends Square's talents in story telling and RPG combat with Resident Evil-style gameplay. Expect bigger bad guys and a much longer story.

Looking better than ever:

The game's backdrops now feature fully animated video backdrops, much like Fear Effect. This could be one of the best-looking PlayStation games ever.



Medal of Honor: Underground

Publisher: EA Games

When you can play it: November

Why you must play it:

Medal of Honor established itself as the premier first-person shooter for PlayStation. Underground promises to take the story further while adding further tension in the shape of more stealth-oriented missions.

Je suis un gun toting maniac:

The beauty of the Medal of Honor franchise is that it's about a period in time, rather than a specific character. Underground focuses on the exploits of the French resistance as they help the Allies kick Nazi butt.



Driver 2

Publisher: Infogrames

When you can play it: November

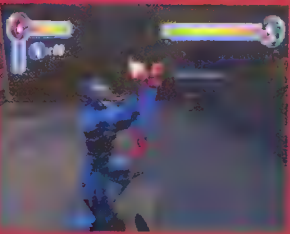
Why you must play it:

Driver was one of the most innovative concepts brought to the PlayStation. It offered high speed chases, police cars plowing into you at 80 mph. Better yet, the sequel offers more of the same. This time, though, you won't be confined to your car. Tanner will be on foot for some of the adventure. Also missing from the first effort were curved roads. You'll see those in the sequel too.

Changing Locales:

Driver ripped up Miami, San Francisco and the Big Apple. The sequel will terrorize four new cities: Chicago, Las Vegas, Rio de Janeiro and Havana.

SPIDER-MAN



Followers:

After 100 million...

Why you must play it:

Spider-Man is a game that reminds you of Spider-Man. It's a game that even the most hardcore gamers will love.

the last great PlayStation game.

For this first time, the wall-crawler is portrayed in 3D fashion—and thanks to the game engine previously used in Apocalypse and Tony Hawk's Pro Skater, the truly is able to do whatever a spider can. Stick to walls, swing from building to building. Lift incredibly heavy objects. Even shoot webs! Add power to your punches, or shield yourself with a web. You can even use Spider-Man's web fluid.

While the story is a bit of a stretch, we know a few details. The game starts up with a brief flashback sequence in which the well-known Dr. Octopus, aka. the infamous Doctor Octopus, unveils a breakthrough device at a science expo, only to have it stolen by Spider-Man himself—or so it seems. Thing is, the real Spider-Man, Peter Parker, is observing from the audience. Now Spider must clear his name, facing some of his worst enemies along the way. (See page 80 for much more.)

Stan is the man:

He may have told us in our June issue that "nobody on Earth knows less about Playstations" than he does, but it's Spider-Man creator Stan Lee is starting to learn at least a few things about the system. Throughout your adventure, he'll act as narrator for all of you true believers (and new believers) out there.

FRED DURST





ESPN Int'l Track and Field

Publisher: Konami

When you can play it: October

Why you must play it:

The Summer Olympics are an international institution and this game looks stunning. After breaking the world record in the 100-meter dash, the sprinter actually hugged other runners. Now that's realism.

The Thing with the Toilets:

In Sydney (the site of the 2000 Olympics) the toilets do actually flush backwards. It's referred to as the Coriolis Effect.



Soul Reaver 2

Publisher: LucasArts

When you can play it: November

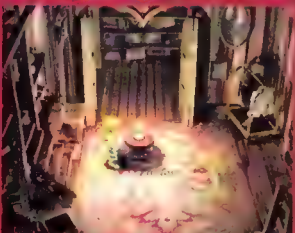
Why you must play it:

People that played the original will want to play it to find out what happens, everyone else will be wowed by the eerie, dark and brooding atmosphere that developers Crystal Dynamics have managed to achieve.

No PlayStation version?:

Originally headed to PlayStation, the shift to PS2 came relatively late in the development cycle. Those of you dying to know how the story ends are going to have to invest in a new console.

FINAL FANTASY IX



Publisher: Square Electronic Arts

When you can play it: November

Why you must play it:

It's the next installment in the most popular RPG franchise in the world. Additionally, the game will be the final chapter released for the PlayStation console.

What was old is new again:

The Crystal, which can be viewed as the main theme surrounding its ninth chapter in the Final Fantasy saga, FFXIX is all about returning to the series' roots. Whereas the more recent Final Fantasy games were populated with modern-day weaponry, settings, and themes, early installments took place in pre-industrial times and were filled with kings, princesses, and dragons. The way it should be. At least according to series creator Tetsuya Nomura. "Some people insisted that we should continue this cyber feel for FFXIX," he says, "but I felt like reverting back to the original, natural fantasy world, where people lived freely. After all, this is Final Fantasy's last single-digit title." So with part nine we see graphics, settings, and gameplay more reminiscent of the earlier Final Fantasy games. Even the character artwork has returned to its original style, thanks to the return of Yoshinori Kamae, who was for the most part absent from the last two installments. Arguably one of the finest artists ever involved with the games industry, Kamae's return is sure to please fans. After Final Fantasy IX, the series will take a drastic turn. Not only are future installments planned to be online based, but thanks to the power of the PS2, so many new opportunities will present themselves.



Gran Turismo 2000

Publisher: SCEA

When you can play it: November

Why you must play it:

Take all the best bits of Gran Turismo 2 and imagine what they'd be like with another year of development, and with almost photo-realistic graphics. Still need to ask why you must play it? Didn't I think so.

More, more, more:

Yamauchi and his team at Polyphony promise even more cars than GT2, and numerous extra bonus modes too.



Star Wars Episode I: Starfighter

Publisher: LucasArts

When you can play it: October

Why you must play it:

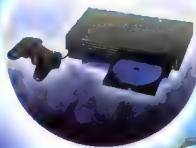
LucasArts surprised everyone when they revealed Starfighter at E3. By taking old-school flight sim dogfighting and placing it in the Episode I time frame the team has struck gold.

See it to believe it:

Screen shots just don't do this justice, you just have to see it moving. It should be a brain buster, so make sure you check it out. Don't dismiss it as "just another Star Wars game." It's much better than that.

ELECTRONICS BOUTIQUE PRESENTS

YOUR
WORLD



YOUR
GAMES

EBWorld.com

SPREAD THE WORD

EBworld.com

WWW.EBWORLD.COM

AOL KEYWORD: EBWORLD



Dino Crisis 2

Publisher: Capcom

When you can play it: *Platform*

Why you must play it:

All the best bits from the original, but now with more weapons, outdoor environments and a much more combat-oriented style to the gameplay.

Even more Resident Evil-like:

While the original Dino Crisis conveyed a constantly moving camera to convey the action, the sequel reverts to more Resident Evil-style static backdrops. Capcom reps tell us that this allows "faster action and more detailed enemies." Sounds OK to us.



Ridge Racer V

Publisher: Namco

When you can play it: *October*

Why you must play it:

Another must-buy launch game. Like every game in the series before it, RRV is a truly great GT racing game that is still the best-selling PS2 game in Japan.

Pac-Man drives us crazy:

Rack up enough miles and the game rewards you for your loyalty by opening up a Pac-Man game mode. See him squeezed into his tiny car as he chases around the tracks after those pesky ghosts.

Bookmarks

www.midway.com

www.namco.com

www.squaresoft.com

www.es.com

www.lucasarts.com

www.playstation.com

www.videogames.com



Animusha: Warlords

Publisher: Capcom

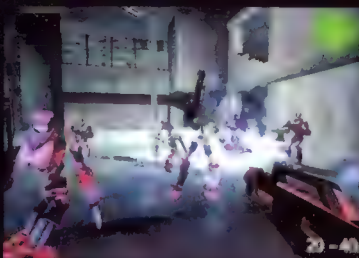
When you can play it: *November*

Why you must play it:

Imagine Resident Evil set in feudal Japan. Instead of guns and rocket launchers you get swords, knives and other nasty pointy things that make people leak red stuff. The graphics look gorgeous, especially when the weird stuff starts happening with demonic insect creatures.

Stealth ain't everything:

Don't expect Tenchu with funkier imagery. Animusha follows the Samurai code very closely...so you'll be facing up to the bad guys and looking them right in the eye before sticking it to 'em.



Timesplitters

Publisher: Eidos Interactive

When you can play it: *October*

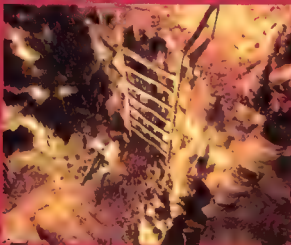
Why you must play it:

Cool first-person shooter with big guns, big explosions and hundreds of people running around trying to blow the crap out of each other. Up to four-player deathmatch, and one of the coolest level editors ever round out the package. Interested?

Golden-something or other:

Development team Free Radical Design is made up of a large number of programmers and designers that previously worked on the N64 best seller GoldenEye 007.

ALONE IN THE DARK



Publisher: Infogrames

When you can play it: *Fall*

Why you must play it:

If, for no other reason, to play a decent horror game that doesn't involve Claire Redfield. After all, the beginning of horror games was not the Resident Evil series, as many people don't know, or simply forget, it was Infogrames' Alone in the Dark.

Alone in the Dark: New Nightmare is more mystery than simple save-your-hide horror. You'll drag perpetual ATO hero Edward Carnby (now tougher looking than ever) in a trenchcoat and leather gloves onto the mysterious Shadow Island, pleasantly positioned off the coast of Maine. Carnby's best friend, Charles Fiske, has been murdered and to uncover what happened, and figure the secrets behind Fiske's life work—a quest for three ancient tablets—Carnby goes searching.

Of course, nasty-looking creatures try to impede Carnby's progress, all hell breaks loose (we don't mean this literally, though we might once we find more out about the game), and the suspense increases.

The coolest feature in the game, besides the story, are the wicked lighting effects. Carnby uses a flashlight that adds to the drama, and causes real-time shadows. Some monsters will even run from the light, while some will be attracted to it.

The Maine man:

The New Nightmare takes place on a spooky island off the coast of Maine. Horror fiction writer extraordinaire Stephen King popularized Maine as a horror setting in more than a few novels, including The Mist, The Shining, and The Dead Zone.





A gothic horror RPG set in the late 19th century.

An Epic tale of murder, mystery and mayhem.

And Koudelka, a troubled yet strong woman, determined to unravel it all.



KOUELKA

COMING JUNE 2000

WWW.KOUELKA-THEGAME.COM



Realistic Blood
and Gore
Animated Violence

SNK



(C) 1999 SNK/SAMCO, ALL RIGHTS RESERVED. DISTRIBUTED UNDER LICENSE BY INFOGAMES NORTH AMERICA, INC. SNK AND SNK LOGOS ARE EITHER REGISTERED TRADEMARKS OR TRADEMARKS OF SNK CORPORATION OF AMERICA. KOUELKA AND KOUELKA LOGOS ARE TRADEMARKS OF SNK CORPORATION. INFOGAMES IS THE TRADEMARK OF INFOGAMES NORTH AMERICA, INC. PLAYSTATION AND THE PLAYSTATION LOGO ARE REGISTERED TRADEMARKS OF SONY COMPUTER ENTERTAINMENT INC. THE RATING ICON IS A TRADEMARK OF THE INTERACTIVE DIGITAL SOFTWARE ASSOCIATION.



Toad

Sabretooth

Rogue

Professor Xavier

Jean Grey

Mystique



Go Figure: X-Men Strike a Pose

When it comes to making a movie, the X-Men franchise is a real head-scratcher. For one thing, the series has a long history of being a box office flop. In 1996, the first X-Men movie, *X-Men*, was a critical and commercial failure. It was followed by *X-Men 2: Ultron* in 1998, which was also a flop. But then, in 2000, the third X-Men movie, *X-Men: The Movie*, was a huge success. It was the first X-Men movie to be a box office hit, and it was also the first X-Men movie to be a critical success. So, what's the deal? Why did the first two X-Men movies fail, and why did the third one succeed? The answer is simple: The first two X-Men movies were too serious. They were too dark, and they were too complicated. But the third X-Men movie was different. It was fun, it was entertaining, and it was easy to watch. And that's why it was a success.



Sound Station

By John Scalzi

Each month we'll be reviewing albums from the bands that provide the aural soundscape to our gaming experiences. This month we review albums from bands contributing to the Tony Hawk's Pro Skater and Surf Riders soundtracks, as well as the Gran Turismo 2 album recently released in stores.



Bookmarks

www.gamespot.com

It's the gaming Web site we're all familiar with, so we're allowed to plug it here. At systems, articles, and strategies.

www.playstation.com

The official PlayStation Web site, and the location of the PlayStation store. Watch for new PlayStation products before the build up to release.

www.penny-arcade.com

For the most part, the comic strip and the games industry from our new comic strip plays updated news every day.

www.portalofoevil.com

Home of Games + Angst 110 Min

on Tuesday on the day

www.pulpphantom.com

www.gamejobs.com

Want a job? This is a good place to go.

www.mp3.com

and www.mp3.com for updates

www.iwin.com

The place to go for

Summer Reading



Revolutionaries at Sony
by Reiji Asakura
McGraw-Hill

Asakura's book is a collection of interviews with the developers of the PlayStation 2. It's a collection of interviews with the developers of the PlayStation 2. It's a collection of interviews with the developers of the PlayStation 2.

Also noteworthy:
Joystick Nation
by J.C. Herz
Little, Brown

Game Over
by David Sheff
GamePress

GamePress is a collection of interviews with the developers of the PlayStation 2. It's a collection of interviews with the developers of the PlayStation 2.



The Aquatone: Do the Alkehol! (And Other Hits)

Aquatone Records

Featured In: Surf Riders

Surf music for drunk people, and I don't mean that as a slam. The band itself touts the tagline "Legendary Masters of Surf Intoxica," most of the songs are named after drinks ("Wild Turkey," "Ouzo," "Thunderbird"), and the entire set is recorded in "Gin-O-Sonic," a recording process that requires the band to be sloshed. It's all very cute, in a fermented sense, but musically, there's nothing here that real surf masters like the Ventures or Dick Dale couldn't bat out in three minutes with a massive bangover.

Final Score ●●●●



Dead Kennedys: Give Me Convenience or Give Me Death

Alternative Tentacles Records

Featured In: Tony Hawk's Pro Skater

Dead Kennedys are a punk band that stay a child and keep their music simple and direct. They're not a band that stay a child and keep their music simple and direct. They're not a band that stay a child and keep their music simple and direct.

Final Score ●●●●●



Goldfinger: Hang-Ups

Mojo Records

Featured In: Tony Hawk's Pro Skater

90's SoCal ska-punk at its most adequate. Goldfinger has always been a crowd-pleaser, and *Hang-Ups* (which follows the album with their big hit "Here in My Bedroom") plays to the masses, offering up tasty, fast-moving music that you won't really remember after it's done. A couple of poignant moments (like the my-dad-didn't-express-his-love-and-now-I-want-a-hug track "Too Late") are thrown in to show the band has functioning brain cells, but most of the time it's fast, fun and ultimately forgettable.

Final Score ●●●●



Primus: Sailing the Seas of Cheese

Interscope Records

Featured In: Tony Hawk's Pro Skater

Primus is a band that's been around for a long time. They're not a band that's been around for a long time. They're not a band that's been around for a long time.

Waits as Tommy

Final Score ●●●●●



Various Artists: Gran Turismo 2: Music At The Speed of Sound

Red Interactive

Featured In: Gran Turismo 2?

Music to make you feel that driving at unsafe speeds is a good idea (on your PlayStation, yes. Out where you can hit a deer, no). This is essentially a mix tape of the best music from the Gran Turismo 2 soundtrack. It's a mix tape of the best music from the Gran Turismo 2 soundtrack.

Final Score ●●●●

Andrew Kennedy



APOCALYPSE WOW!

Sony Cambridge Squeezes The Best From PS1

In July 1997, Sony Computer Entertainment, Europe acquired Millennium Interactive, a company that was known for games like the James Bond series on the Commodore Amiga. Renamed Sony Cambridge Studio, the first project from the group was *MediEvil*, which proved to be a great success. Revealed exclusively below is the company's next PlayStation project titled *C-12*, as well as the first details on some early PS2 developments. Andrew Kennedy, producer of *MediEvil II*, fields our questions.

OPM: Since the initial release of *Tomb Raider*, the popularity of the action-adventure genre has exploded. Do you feel the overcrowded genre now lacks innovation?

Andrew Kennedy: It's true that the genre is suffering from a lot of the too games that have tried to emulate *Tomb Raider*'s success, but there is always room for those who wish to open up the genre with new innovative

ideas. The big headache for us is trying to find that magic mix of originality and popularity. Regarding innovation, I would have to disagree, as amongst the "me-too" I keep seeing great new ideas arriving. If I were to think that the genre was in anyway exhausted I'd be tempted to eat my PS2 development kit and throw myself off the nearest balcony. Besides, I may not be typical, but I just played right through *Syphon Filter 2* and though I would admit it offered little that was new, for the most part it is a triumph of gameplay. Fortunately that is what many people are after, a damn good game.

OPM: Can you tell us a little of what your final PS1 game *C12* is all about? It looks like it's a big departure from the *MediEvil* games.

AK: *C12* is a sci-fi third-person action adventure set in the near future. Earth is under siege from alien colonizers. The first wave of their campaign has enslaved whole communi-

ties. Two gruesome fates await the captured: conversion to a Cyborg militia waging battles against the human resistance, or deployed as mindless worker drones in their facilities and encampments. Three key members of the resistance set against this, with an unstoppable determination to banish or destroy the aliens forever. As far as looking different to *MediEvil* is concerned, the style obviously is far removed from those Tim Burton-esque influences. But through building on the *MediEvil* technologies and utilizing new texturing techniques, *C12* has managed a fairly staggering feat; to look even more sumptuous on the PlayStation than *MediEvil*!

OPM: What do you feel the PS2 will allow you to accomplish?

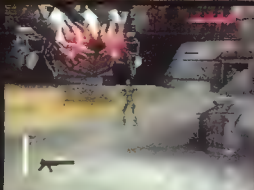
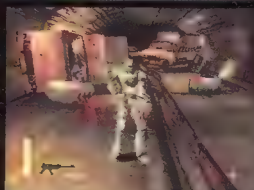
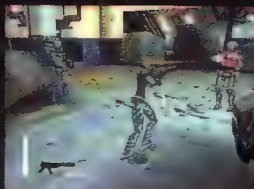
AK: The platform brings us a number of well-documented opportunities for future games; from highly realistic (or surrealistic) graphics, and more characters (and better looking ones) on screen at one time, to the gameplay possibilities of the analog buttons, and in the future broadband connectivity for console-style online gaming.

OPM: Can you say anything about your plans for the PS2?

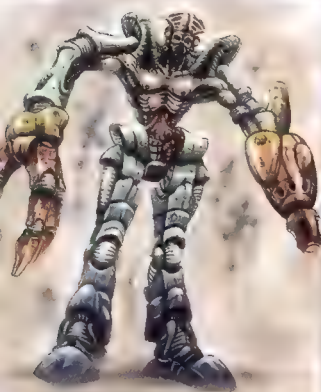
AK: We have the studio capacity to develop two titles simultaneously, and to have a third being designed. Currently, as we establish the core PS2 technology and progress on our first title for that console, we are also completing our final PS1 project that is due out in the first quarter of next year, and working up preliminary designs for our second PS2 project.

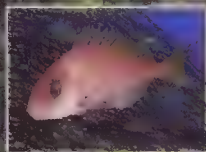
OPM: Will we catch up with *Sir Dan* or even *James Bond* again?

AK: That would be telling. There is a lot of encouragement for doing a PS2 game from the *MediEvil* stable. Its visuals would definitely benefit from PS2's advantages, but we have some quality idea people here that have developed other new ideas that could further tap the potential of the platform, so you will have to wait and see about that one.



C12 is a definite departure from previous Sony Cambridge titles. Whereas past games have focused on either cartoon like visuals, or the surrealism exhibited by *MediEvil*, *C12* is a more "traditional" sci-fi game. As you can see from the screens, even though this is a PS1 game, there is a lot of detail in the environments, proving that there is still room to push the system further.





REEL FISHING II



The Most Incredible Fishing Experience Ever!

Reel Fishing® II builds on the success of Reel Fishing® by offering all the extraordinary game play features that made it the most popular PlayStation® game console fishing game, while at the same time set new standards by being the deepest and most realistic fishing simulation to date.

- Incredibly beautiful Full-Motion Video
- Over 70 types of fresh and salt water fish
- Choose from over 500 pieces of tackle
- Four methods of fishing, including Trolling
- Compatible with licensed PlayStation® fishing peripherals



Serious Fun!™

NATSUME



PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. The reaper icon is a trademark of the Interactive Digital Software Association. Natsume is a registered trademark of Natsume Inc. Serious Fun is a trademark of Natsume Inc. Reel Fishing is a registered trademark of Natsume Inc. © 2000 Natsume Inc. All rights reserved. 2000 Victor Interactive Software

PlayStation's **25** *Beautiful* **People**

*T*here are over 70 million PlayStations sitting under TVs in the world, and there's a system in one of every four U.S. households. That's 27 million of you in the U.S. alone. As you'd expect, whenever anything gets this big everyone wants to get a slice of the pie. Video games and licensed entertainment franchises have always gone hand in hand, but now more than ever we're seeing famous faces cropping up all over the place. It's a two-way street too, not only are we seeing TV, music and movies influencing game franchises, but famous folk are fighting to play roles in movies of games. The next 10 pages shows you just a handful of what's coming.



Britney Spears

STEPPING SELECTION

Jaleco's *Stepping Selection* may not be one of the most noteworthy PlayStation2 games, but it does feature the talents of a number of high-profile acts including the Backstreet Boys and *OPM* fave, the young and lovely Britney Spears. The game itself is typical rhythm/dance "hit the button at the right time" fare, but the music does place it a step above some of the other junk out there. It was a launch game in Japan, but a U.S. release date has not been set yet.

photograph by Marc Baptiste/Outline

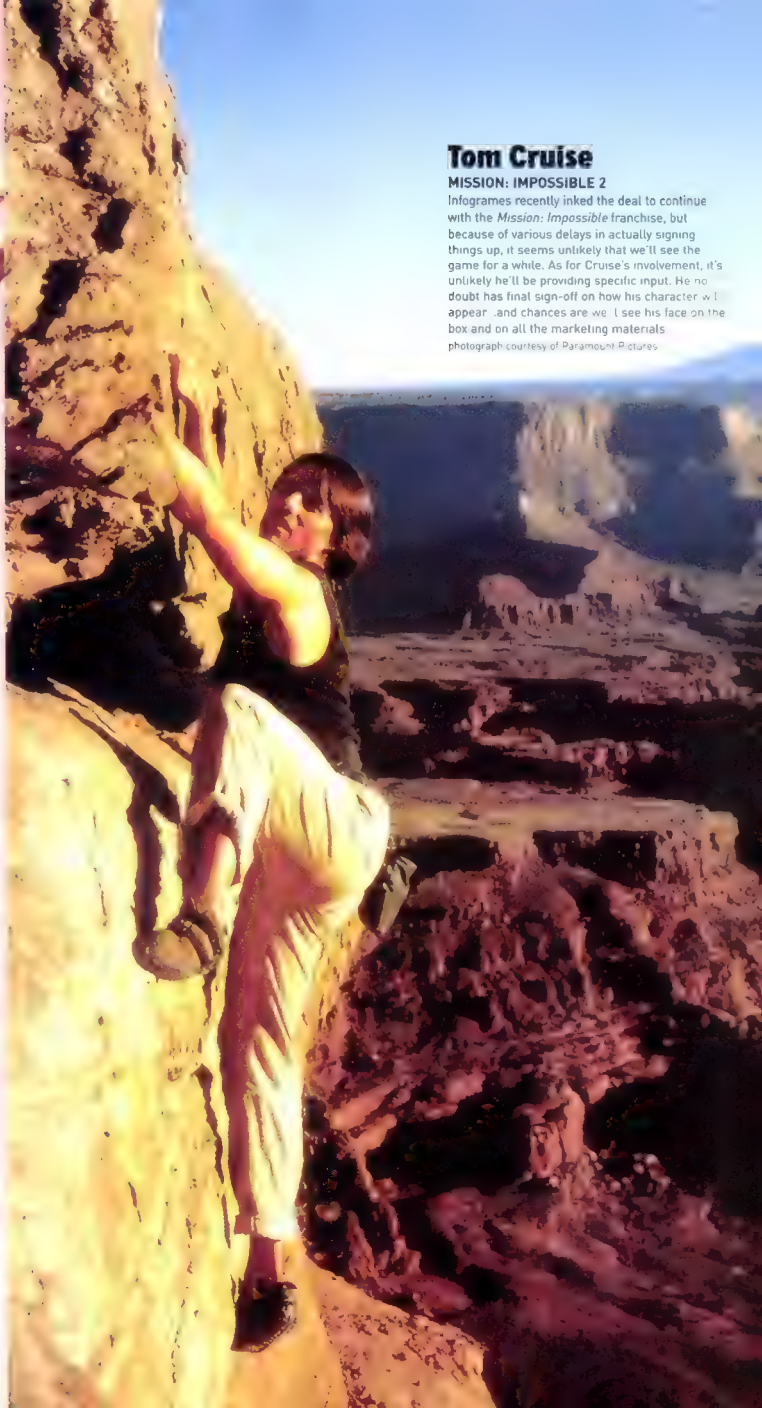


Tom Cruise

MISSION: IMPOSSIBLE 2

Infogrames recently inked the deal to continue with the *Mission: Impossible* franchise, but because of various delays in actually signing things up, it seems unlikely that we'll see the game for a while. As for Cruise's involvement, it's unlikely he'll be providing specific input. He no doubt has final sign-off on how his character will appear, and chances are we'll see his face on the box and on all the marketing materials.

photograph courtesy of Paramount Pictures



Melissa Joan Hart

SABRINA THE TEENAGE WITCH

Wedge Adventure are currently piecing together a Sabrina game, and the lovely Melissa Joan Hart will be providing original content for the game, as well





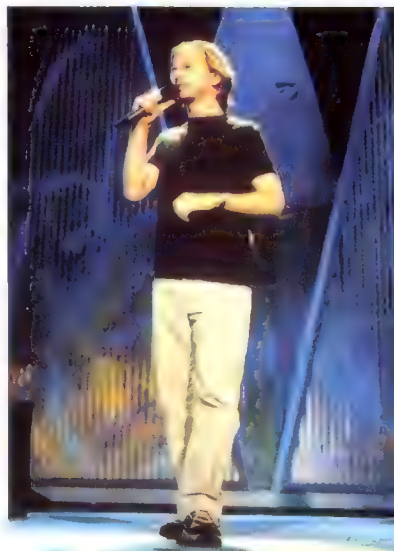
Michael Jackson Ready 2 Rumble Round 2

Michael Jackson

READY 2 RUMBLE ROUND 2

Michael Jackson's performance in the Ready 2 Rumble Round 2 was a masterpiece of showmanship. He captivated the audience with his iconic dance moves and powerful vocals, leaving everyone in awe of his talent and stage presence.

photograph by Neal Preston/Dut



David Spade The Emperor's New Groove

Mat Hoffman

MAT HOFFMAN PRO BMX

Mat Hoffman is a professional BMX rider who has won numerous world championships. He is known for his incredible skills and daring stunts, making him one of the most respected riders in the sport. His dedication and passion for BMX have inspired many young riders around the world.

David Spade

THE EMPEROR'S NEW GROOVE

David Spade's performance in The Emperor's New Groove was a hilarious and memorable one. He brought a unique energy to the role, making the audience laugh and cheer throughout the entire performance. His comedic timing and physical humor were truly top-notch.

photograph by [illegible]

Lennox Lewis

KNOCKOUT KINGS 2001

Lennox Lewis is a professional boxer who has won multiple world titles. He is known for his powerful punches and strategic fighting style, making him one of the most formidable fighters in the sport. His career has been marked by numerous victories and a deep love for the game of boxing.

photograph by David Laundy A. Sport



Mat Hoffman Pro BMX



Lennox Lewis Knockout Kings 2001



Bruce Campbell Evil Dead



Jim Carrey The Grinch



Pamela Anderson Lee VIP



Kevin Garnett NBA Live 2001

Bruce Campbell

EVIL DEAD: HAIL TO THE KING

When he was 17, Campbell was in a car accident that left him with a broken back and a paralyzed right leg. He spent the next three years in a wheelchair, but he didn't let that stop him. He started acting in high school and went on to become a professional actor. He's now a successful actor and director, and he's still going strong.

photograph by E. J. Camp Photography/Dur

Jim Carrey

THE GRINCH

When he was 17, Carrey was in a car accident that left him with a broken back and a paralyzed right leg. He spent the next three years in a wheelchair, but he didn't let that stop him. He started acting in high school and went on to become a professional actor. He's now a successful actor and director, and he's still going strong.

photograph courtesy of Universal Pic

Pamela Anderson Lee

V.I.P.

When she was 17, Anderson was in a car accident that left her with a broken back and a paralyzed right leg. She spent the next three years in a wheelchair, but she didn't let that stop her. She started acting in high school and went on to become a professional actress. She's now a successful actress and director, and she's still going strong.

Kevin Garnett

NBA LIVE

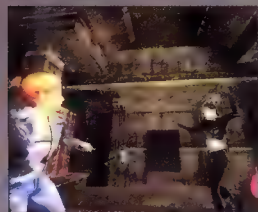
When he was 17, Garnett was in a car accident that left him with a broken back and a paralyzed right leg. He spent the next three years in a wheelchair, but he didn't let that stop him. He started acting in high school and went on to become a professional actor. He's now a successful actor and director, and he's still going strong.

Sarah Michelle Gellar

BUFFY THE VAMPIRE SLAYER

Set for release this fall, Fox Interactive's Buffy game is a fairly simple 3D action game. You play the part of Buffy, you wander around locations inspired by the show, and kick vampire butt. End of story. As we go to press Fox is yet to announce the extent of Sarah Michelle Gellar's involvement in the project. It's clear that she will be prominently lead-

ing the way. We got her to play the part of Buffy in the game, and she's got a lot of fun with it. She's got a lot of fun with it. She's got a lot of fun with it.



Homer Simpson

THE SIMPSONS WRESTLING



Final Fantasy Movie Cast

FINAL FANTASY MOVIE

Sony Pictures' CG-animated movie *Final Fantasy* will be in theaters next summer, and so far little has been "officially" announced concerning the storyline. Very much a sci-fi epic, the story is set on Earth in the year 2065. Beyond the obligatory battle scenes, *Final Fantasy* will, according to the press release, "take you on a journey of personal discovery into both the real and fantasy worlds, drawing you deep into its characterizations and themes: love, friendship, dreams, adventure, life and death." Those of you not sensitive to the themes of love, dreams and friendship will be pleased that there are apparently some big scary aliens tearing through everything and some heavyweight stars lending their considerable vocal talents to the main characters.

As you can see from the photos here, Sony Pictures won't be pulling any punches when it comes to A-list stars. You should recognize pretty much everyone. **James Woods** is a two-time Academy Award nominee for *Salvador* (Best Actor, 1987) and *Ghosts of Mississippi* (Best Supporting Actor, 1997). His recent feature credits include *Any Given Sunday*, *The General's Daughter*, *The Virgin Suicides*, and Disney's *Hercules*. **Alec Baldwin** recently starred in *Outside Providence* and appeared in a cameo role in *Notting Hill*. His film credits include *Thick as Thieves*, *Heaven's Prisoners*, *The Juror* and *Ghosts of Mississippi*. **Ming-Na** lent her voice talents to Disney's *Mulan* and her other feature film credits include *12 Bucks*, *Street Fighter* and *The Joy Luck Club*. She was also a regular on the NBC series *The Single Guy*. Veteran actor **Donald Sutherland** was recently seen in *Instinct*. His other feature film credits include *Virus*, *Fallen*, *A Time to Kill* and *Six Degrees of Separation* as well as the classics *Kluge*, *M*A*S*H*, *The Day of the Locusts* and *Ordinary People*. **Ving Rhames** earned acclaim for his performance as Don King in HBO's *Don King: Only in America*. His feature film credits include *Entrapment*, *Out of Sight*, *Con Air*, *Striptease*, *Mission: Impossible*, *Pulp Fiction*, and *Mission: Impossible 2*. **Steve Buscemi** appeared in the comedy hit *Big Daddy*. Other film credits include *Armageddon*, *The Wedding Singer*, *The Big Lebowski*, *Con Air*, *Escape From L.A.* and *Fargo*. **Peri Gilpin** stars as Roz on the popular NBC series *Frasier*. She has also lent her voice talents to the animated series *Hercules*.

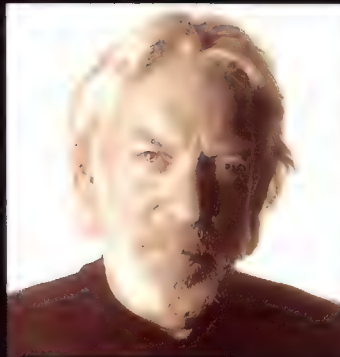
For more info check out www.finalfantasy.com.



James Woods



Alec Baldwin



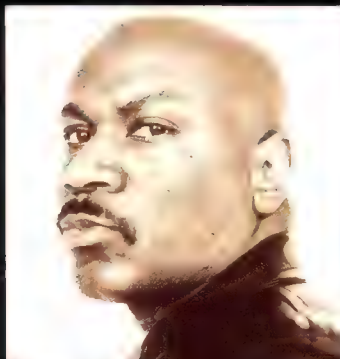
Donald Sutherland



Peri Gilpin



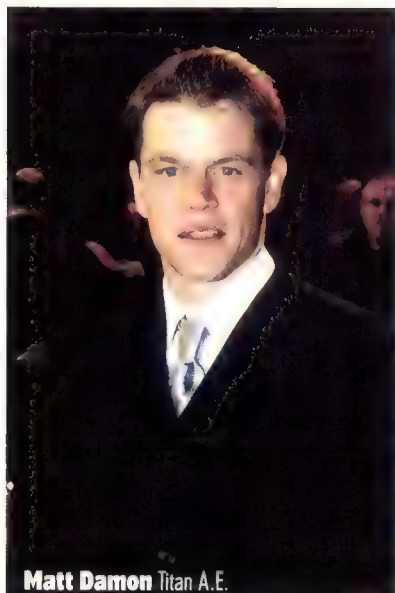
Ming-Na



Ving Rhames



Steve Buscemi



Matt Damon Titan A.E.



Derek Jeter All Star Baseball 2002

Matt Damon

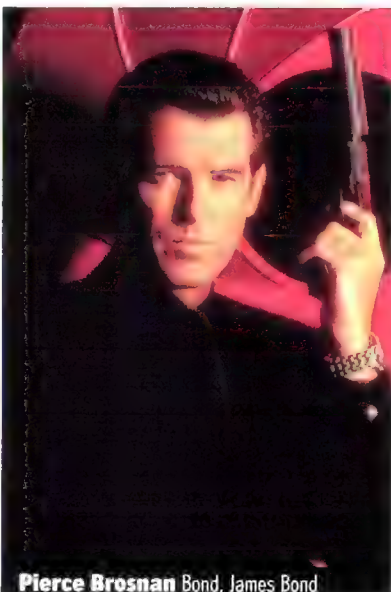
TITAN A.E.

There's a lot of things going on in *Titan A.E.*'s gorgeous, sci-fi world. But the most interesting thing about it is that it's a movie. When it comes to the future, we know what it's like. But in *Titan A.E.*, we see what it's like to be a part of it.

photograph by Alex Berkner/Outline



Batman Batman Beyond



Pierce Brosnan Bond, James Bond

Derek Jeter

ALL STAR BASEBALL 2002

There's a lot of things going on in *All Star Baseball 2002*. But the most interesting thing about it is that it's a game. When it comes to the future, we know what it's like. But in *All Star Baseball 2002*, we see what it's like to be a part of it.

photograph by Doug Pennington/JA Sport

Batman

BATMAN BEYOND

When WB announced it that they would be updating Batman for the 21st century, you could see the big idea. The all-new Batman films are in the works, and the new animated series is on its way. But the most interesting thing about it is that it's a game. When it comes to the future, we know what it's like. But in *Batman Beyond*, we see what it's like to be a part of it.

Pierce Brosnan

THE WORLD IS NOT ENOUGH

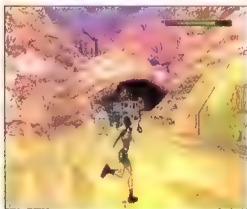
The most popular Bond since Connery, Brosnan's performance in *The World Is Not Enough* is the highlight of the year. When he appears in the highly anticipated game *The World Is Not Enough*, The PlayStation and PS2 game will be a real treat. But the most interesting thing about it is that it's a game. When it comes to the future, we know what it's like. But in *The World Is Not Enough*, we see what it's like to be a part of it.

photograph courtesy of EA

Angelina Jolie

TOMB RAIDER MOVIE

Beating rumored Lara-wannabe's Liz Hurley, Sandra Bullock and numerous others, Academy Award winner Angelina Jolie will be packing Lara's pistols in the movie of Core's multi million-selling franchise. Principal photo-
project doesn't begin for a few months yet, but Paramount Pictures will deliver the Stephen Herek (Beverly Hills Cop, Excellent Adventure) directed picture next summer. There is a "game of the movie" from Eid
photograph by Frank Ockenfels/Outline





BLOODLUST

Charles Cecil hopes *In Cold Blood* begins a new Revolution for story-driven video gaming

Over the past years, we've seen a lot of games that set apart characters from the rest of the pack. But it's not just the characters that matter. One such company, Revolution Software, has been working on a game that's not just a story-driven game, but a game that's a story. It's a game that's a story.

OPM: For *Broken Sword*, as well as *In Cold Blood*, you had people on your team who previously worked on Hollywood projects. What exactly is it that the game industry needs to learn from the film industry?

Charles Cecil: There are many film techniques that apply to narrative games. The first is the importance of the story. The second is the importance of the characters. The third is the importance of the setting.

The fourth is the importance of the music. The fifth is the importance of the lighting. The sixth is the importance of the sound effects. The seventh is the importance of the editing. The eighth is the importance of the pacing. The ninth is the importance of the dialogue. The tenth is the importance of the acting.

The eleventh is the importance of the cinematography. The twelfth is the importance of the production design. The thirteenth is the importance of the costume design. The fourteenth is the importance of the hair and makeup. The fifteenth is the importance of the special effects. The sixteenth is the importance of the visual effects. The seventeenth is the importance of the post-production. The eighteenth is the importance of the marketing. The nineteenth is the importance of the distribution. The twentieth is the importance of the sales.

The twenty-first is the importance of the customer service. The twenty-second is the importance of the community. The twenty-third is the importance of the fan base. The twenty-fourth is the importance of the critical acclaim. The twenty-fifth is the importance of the awards. The twenty-sixth is the importance of the legacy. The twenty-seventh is the importance of the influence. The twenty-eighth is the importance of the inspiration. The twenty-ninth is the importance of the innovation. The thirtieth is the importance of the imagination.

OPM: What possibilities do you expect the PlayStation2 to open up for developers and gamers?

CC: Looking at the PlayStation2 games at E3, it's clear that the game industry is beginning to embrace the studio system used by Hollywood. The PlayStation2 is a platform that's going to open up a whole new world of possibilities for developers and gamers.

The PlayStation2 is a platform that's going to open up a whole new world of possibilities for developers and gamers. The PlayStation2 is a platform that's going to open up a whole new world of possibilities for developers and gamers. The PlayStation2 is a platform that's going to open up a whole new world of possibilities for developers and gamers.

The PlayStation2 is a platform that's going to open up a whole new world of possibilities for developers and gamers. The PlayStation2 is a platform that's going to open up a whole new world of possibilities for developers and gamers. The PlayStation2 is a platform that's going to open up a whole new world of possibilities for developers and gamers.

The PlayStation2 is a platform that's going to open up a whole new world of possibilities for developers and gamers. The PlayStation2 is a platform that's going to open up a whole new world of possibilities for developers and gamers. The PlayStation2 is a platform that's going to open up a whole new world of possibilities for developers and gamers.

The PlayStation2 is a platform that's going to open up a whole new world of possibilities for developers and gamers. The PlayStation2 is a platform that's going to open up a whole new world of possibilities for developers and gamers. The PlayStation2 is a platform that's going to open up a whole new world of possibilities for developers and gamers.

OPM: Can you say anything about the third installment in the *Broken Sword* trilogy for the PlayStation2?

CC: We can't say anything about the third installment in the *Broken Sword* trilogy for the PlayStation2. We can't say anything about the third installment in the *Broken Sword* trilogy for the PlayStation2. We can't say anything about the third installment in the *Broken Sword* trilogy for the PlayStation2.

We can't say anything about the third installment in the *Broken Sword* trilogy for the PlayStation2. We can't say anything about the third installment in the *Broken Sword* trilogy for the PlayStation2. We can't say anything about the third installment in the *Broken Sword* trilogy for the PlayStation2.

OPM: What's your ultimate goal?

CC: Our ultimate goal is to create a game that's a story. Our ultimate goal is to create a game that's a story. Our ultimate goal is to create a game that's a story. Our ultimate goal is to create a game that's a story. Our ultimate goal is to create a game that's a story.

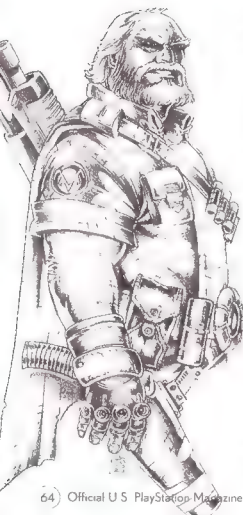
Our ultimate goal is to create a game that's a story. Our ultimate goal is to create a game that's a story. Our ultimate goal is to create a game that's a story. Our ultimate goal is to create a game that's a story. Our ultimate goal is to create a game that's a story.

Our ultimate goal is to create a game that's a story. Our ultimate goal is to create a game that's a story. Our ultimate goal is to create a game that's a story. Our ultimate goal is to create a game that's a story. Our ultimate goal is to create a game that's a story.

OPM: You've said that you'd like to one day achieve a game that can bring tears to peoples' eyes—not because the game is exceptionally bad, but because the story and characters are so dramatic. Do you think one day it will be possible to create such emotions in a videogame?

CC: Of course it will! I think it's a matter of time. I think it's a matter of time. I think it's a matter of time. I think it's a matter of time. I think it's a matter of time. I think it's a matter of time. I think it's a matter of time. I think it's a matter of time. I think it's a matter of time. I think it's a matter of time.

Of course it will! I think it's a matter of time. I think it's a matter of time. I think it's a matter of time. I think it's a matter of time. I think it's a matter of time. I think it's a matter of time. I think it's a matter of time. I think it's a matter of time. I think it's a matter of time. I think it's a matter of time.





COUPLES WHO PLAY TOGETHER STAY TOGETHER

As gaming continues to evolve into more of a mainstream pastime, *Official U.S. PlayStation Magazine* will continue to introduce some of the couples around the country who game together. We cast our net toward Burbank, CA, where we discovered Dan, 29, a strategy guide author, and his wife Laura, 28, who works in marketing. Their biggest disappointment over the PlayStation? Not enough simultaneous two-player games. Here's what else they had to say.

How did your gaming together come about?

Laura: Dan's been gaming forever, since Atari. I didn't become interested until after we got married. I would buy him whatever he had been into.

Dan: Well, pretty much play when she's in the mood.

Do you ever compete?

Laura: I don't really want to play anyone.

Dan: I used to have to hold back because I'd often gaming for a lot longer than she had. But recently she's playing really good. It's gotten to the point where I can't hold back or she'll beat me.

Has gaming interfered with or enhanced your relationship?

Laura: I think it's done both at different stages. Dan likes to play one-player games, and that'll take him away from me for awhile. That's when I start getting whiny. But when we play together we have so much fun. Even if we're competing.

Are games too male-oriented?

Dan: I think so. There are some that are really female-oriented, though. But those are more silly, stuff along with the video game kind of games. I don't think that's what girls want either.



Laura: I think the kind of girls that play games appreciate the way games are set up. I don't think they're too male-oriented. I don't think the women that play them are offended by them.

Dan: There just aren't enough women playing them.

Do you think they make people prone to violence?

Laura: We get aggressive during our gaming.

Dan: ...but we act it out after the.

Laura: Actually, there are moments when I have to take a break because I'm too excited. I get into a zone and keep beating Dan and beating him, but I know at some point it'll be over.

Dan: It becomes tense for her, because she wants to stay ahead.

Laura: Just a short break to bring down my blood pressure.

Any slugging one another in the shoulder for purposes of distraction?

Dan: Laura does it to me all the time. But it's usually after I do a cool move. So she recognizes physically.

Laura: Then I say, "You know, if you love me you won't kill me."

Dan: Yeah, she's always saying that.

What do you think of the representation of women in games?

Laura: I think the representation is exaggerated, of course. You've always got women with large breasts and tiny waists. But I work in marketing, so I understand why it has to be like that.

Dan: Then again, in another portion of the video game market, it's gone the other way. You've got characters that are athletic and skilled. Claire Redfield is probably the best hero in *Resident Evil* and the character with the most skills. Though it's hard to figure out where she got them since she's only 18. And then there are characters like Rebecca, the medic, who everybody hates. But everyone hates her because she's annoying on purpose. And there are female characters in *Soul Blade* and they're more handsome than sexual.

If you dressed up as video game characters for Halloween, who would you be?

Dan: I'd probably be the Tyrant from *Resident Evil*. I'd be eight feet tall with muscles and big claws, but that'd be pretty expensive. It's hard to choose between that and Snake from *MGS*.

Laura: Laura could always go as Lara Croft.

Laura: I'd like something from *Final Fantasy*, though I haven't played it. They're really well designed. I love the costumes.

Dan: Laura doesn't really know the story for *FFVII*, but if she did, she'd probably be Aeris and I'd be Sephiroth.

WE WANT YOU!

There's nothing more fun than playing video games with your favorite person. And if you're a couple, you know that's a lot more fun than playing alone. We're looking for couples who game together to feature in our magazine. If you're a couple who games together, we'd love to hear from you. Send us your name, address, and a photo of you and your partner. We'll select the best couples to feature in our magazine. The winners will receive a copy of our magazine and a \$100 gift certificate to OPM. Send your entry to: OPM Couples c/o Ziff Davis Publishing, PO Box 3338, Oak Brook, IL 60522. 3338 or e-mail stuff to us at OPM@ziffdavis.com

Laura's Favorite Games
Soul Blade
Syphon Filter 2

Dan's Favorite Games
Resident Evil
Metal Gear Solid

Games they want to buy:
Jedi Power Battles, Final Fantasy IX, Armored Core, MGS2 and anything multiplayer



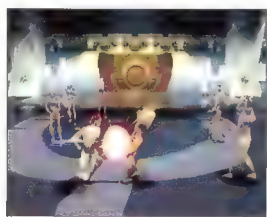


1 WWF SmackDown!

Last Month: 1 THQ ●●●●●

With its popularity on the rise, the WWF has become a major force in the entertainment industry. The company's success is due to its ability to create compelling content that resonates with fans. The new SmackDown! game is a testament to this success, offering a more immersive experience than ever before.

When it comes to wrestling games, the competition is fierce. But SmackDown! stands out for its attention to detail and its focus on creating a realistic wrestling experience. The game's mechanics are solid, and the graphics are top-notch. It's a must-have for any wrestling fan.



2 Star Wars Episode I: Jedi Power Battles

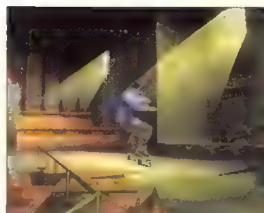
Last Month: 3 LucasArts ●●●

The Star Wars franchise has inspired countless games, but few have captured the essence of the original films as well as Episode I: Jedi Power Battles. The game's focus on lightsaber combat and its attention to the details of the Star Wars universe make it a standout title.

As a fan of the franchise, I was excited to see a game that focused on the Jedi. The game's mechanics are solid, and the graphics are top-notch. It's a must-have for any Star Wars fan.

TOP 20

	Last Month	Title / Publisher	Rating
1	1	WWF SmackDown! THQ	●●●●●
2	3	Jedi Power Battles LucasArts Entertainment	●●●
3	6	Tony Hawk's Pro Skater Activision	●●●●●
4	2	Syphon Filter 2 989 Studios	●●●●
5	5	Syphon Filter 989 Studios	●●●●
6	4	Triple Play 2001 Electronic Arts	●●●●●
7	9	Gran Turismo 2 Sony CEA	●●●●●
8	—	Wild Arms 2 Sony CEA	●●●●
9	—	Spec Ops Take 2 Interactive	●
10	—	MLB 2001 989 Studios	●●●
11	10	Spyro the Dragon Sony CEA	●●●●
12	14	Crash Bandicoot: WARPED Sony CEA	●●●●●
13	8	Army Men 3D 3DO	●●●
14	12	Namco Museum Vol. 3 Namco	●●●●
15	11	Namco Museum Vol. 1 Namco	●●●●
16	17	Metal Gear Solid Konami	●●●●●
17	—	Army Men World War 3DO	●●
18	13	Gran Turismo Sony CEA	●●●●●
19	16	Tetris Plus Jaleco	●●●●
20	15	Need For Speed: High Stakes Electronic Arts	●●●●●



3 Tony Hawk's Pro Skater

Last Month: 6 Activision ●●●●●

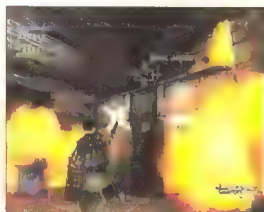
This game is a must-have for any skater. It's a great introduction to the world of skateboarding, and it's a great way to learn the basics of the sport.



4 Syphon Filter 2

Last Month: 2 989 Studios ●●●●

Not as critically acclaimed as its predecessor, and heck, it's \$20 more! A decent deathmatch mode.



5 Syphon Filter

Last Month: 5 989 Studios ●●●●

A bit more inspired than the sequel, this doozy introduces Gabe Logan into a world of intrigue.

OPM's Most Wanted PS2 Games

1	Metal Gear Solid
2	Gran Turismo
3	Madden NFL 2001
4	Madden NFL 2000
5	Crash Bandicoot: WARPED
6	Tony Hawk's Pro Skater
7	FFIX
8	Gran Turismo 2
9	Star Wars Episode I: Jedi Power Battles
10	Touken Ranbu

OPM's Most Wanted PS Games

1	Metal Gear Solid
2	Gran Turismo
3	Madden NFL 2001
4	Madden NFL 2000
5	Crash Bandicoot: WARPED
6	Tony Hawk's Pro Skater
7	FFIX
8	Gran Turismo 2
9	Star Wars Episode I: Jedi Power Battles
10	Touken Ranbu

Japan's Top 10 PS and PS2 Games

1	Metal Gear Solid
2	Gran Turismo
3	Madden NFL 2001
4	Madden NFL 2000
5	Crash Bandicoot: WARPED
6	Tony Hawk's Pro Skater
7	FFIX
8	Gran Turismo 2
9	Star Wars Episode I: Jedi Power Battles
10	Touken Ranbu

U.K.'s Top 10 PlayStation Games

1	Metal Gear Solid
2	Jedi Power Battles
3	Crash Bandicoot: WARPED
4	Dukes of Hazzard
5	Medal of Honor
6	Medal of Honor
7	Medal of Honor
8	Gran Turismo 2
9	Medal of Honor
10	Medal of Honor



POLARIS

SnoCross™

IF IT **DOESN'T SAY**
 **POLARIS**
 IT'S **NOT SNOCROSS**



FULLY LICENSED CUSTOMIZABLE POLARIS SLED
 15 Tricks: Front and Back Flips, Gyroscopes
 16 SnoCross and Cross Country tracks
 2 and 4 player head to head mode
 3 leagues

Win Your Own Sled!
And Other Great Prizes On:



beginning August 15, 2000



V
VATICAL
 ENTERTAINMENT

© 2000 Vatical Entertainment, Inc. All rights reserved. SnoCross is a registered trademark of Vatical Entertainment, Inc. Polaris is a registered trademark of Polaris Industries, Inc. Lifesaver Camps is a registered trademark of Lifesaver Camps, Inc. Nabisco World is a registered trademark of Nabisco, Inc. Nintendo 64 is a registered trademark of Nintendo. PlayStation is a registered trademark of Sony Computer Entertainment Inc. All other trademarks are the property of their respective owners.



Age of Empires II	71	Metal Gear Solid 2	68
Arc the Lad Collection	86	Miss Spider	81
Army Men Air Attack 2	85	Monster Force	82
Breath of Fire IV	84	Mort the Chicken	86
Dark Cloud	71	Mortal Kombat: SF	86
Dropship	78	The Mummy	85
Effemeral Fantasia	72	No One Lives Forever	76
ESPN Bass Fishing	86	Primal Image	72
ESPN Intn'l T&F	78	RayCrisis: ST	82
ESPN MLS GameNight	85	Rayman	72
ESPN Snowboarding	78	Run Like Hell	72
Evergreen	74	Spider-Man	80
Fear Effect: RH	85	Spin Jam	86
Final Fantasy IX	82	Star Trek: Invasion	83
Fusion GT	74	Star Wars: Bombad	76
The Getaway	76	Sydney 2000	81
Gran Turismo 2000	77	Tenchu 2	86
The Grinch	84	Ult Fighting Champ	82
Incredible Crisis	84	Woody Woodpecker	86
Lunar 2: EBC	84	Z.O.E.	78

July

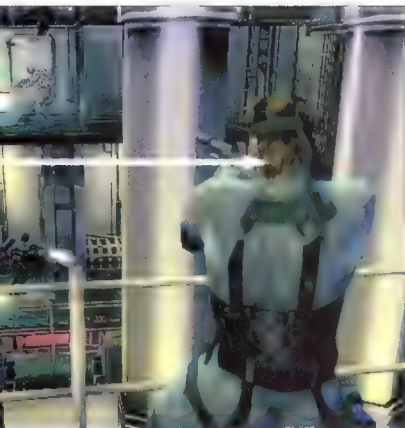
[illegible]

More screens to get you excited

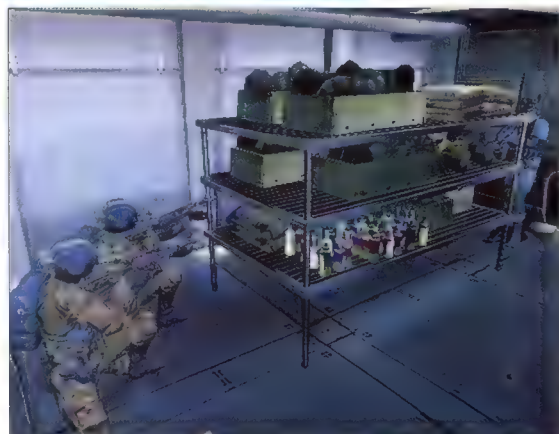
Kopami.

The only disappointing thing about Metal Gear Solid 2? Snake appears to be wearing the "hug cut of the gods" the mullet. Why?





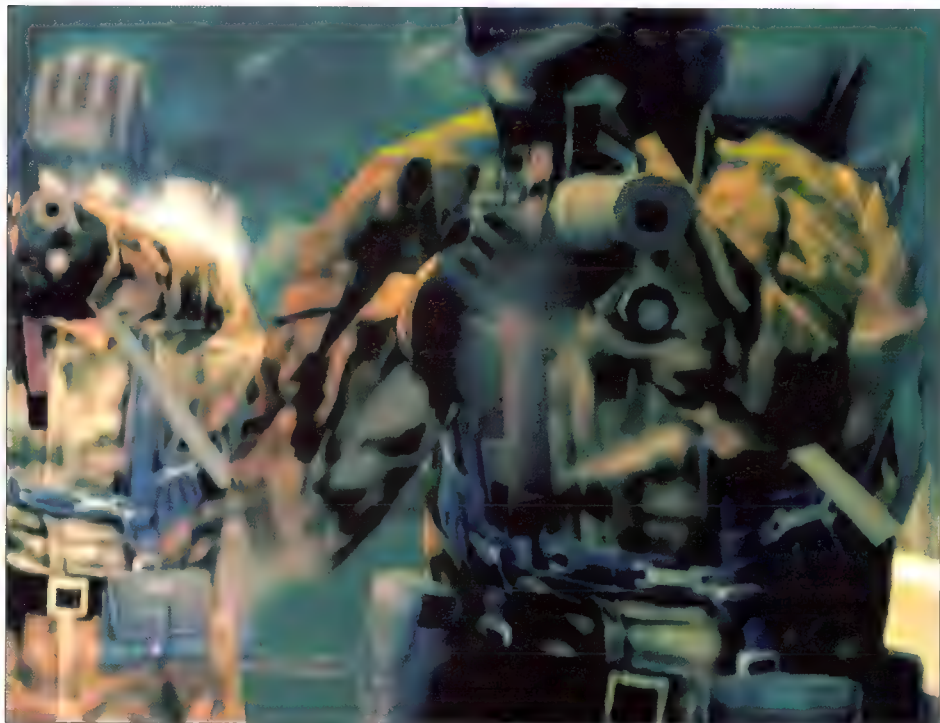
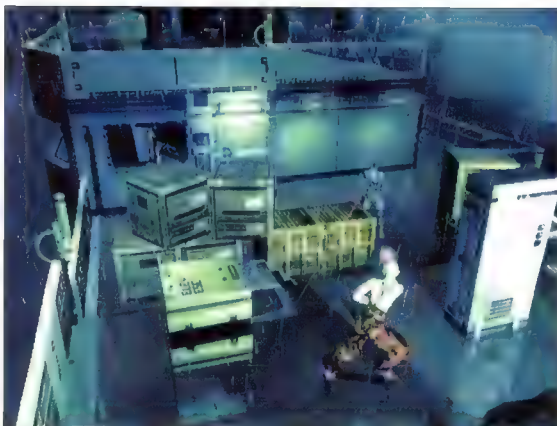
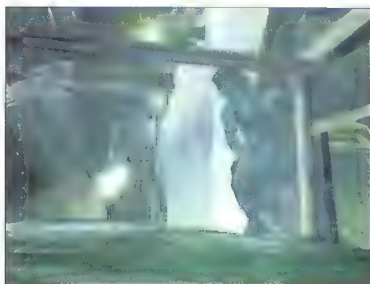
Areas of the screen shift in and out of focus to draw attention to where you need to be looking. Here, the foreground blurs as Snake moves along the walkway in the distance.



Bottom Line?

If this really is "the bottom line" when it comes to graphics for the game, we can't wait to see how things will develop over the next 12 months. While it's easy to appreciate how great things look this early from the screen shots...just wait until you see it moving. Scenes shift in and out of focus to follow the action (as you can see from the image on the far left), and the lighting is already much more impressive than we've seen in any other game. Check out how crisp the shadows look in the images above. One of the most impressive scenes in the early demo shown at E3 in May can be seen in the screenshot to the left. Every bottle and box on that shelf unit smashes into thousands of pieces as the heated firefight ensues.

Metal Gear Solid 2 (cont.)



Dark Cloud

Zelda meets SimCity in this beautiful adventure

by David A. Green **launch**

Sony CEA

Dark Cloud

Launch, tel

www.sony.com

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

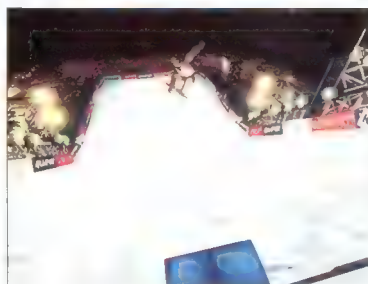
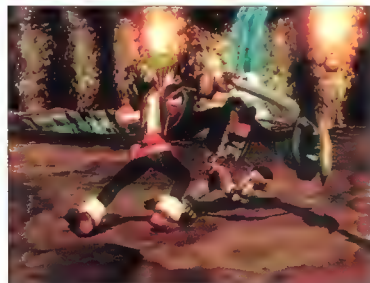
Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud

Dark Cloud



ESPN X Games: Snowboarding

Konami



Age of Empires II: The Age of Kings

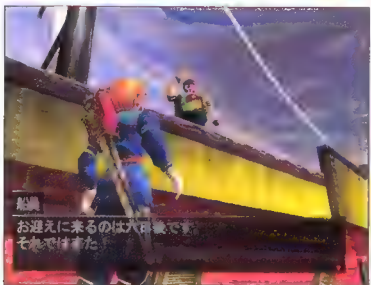
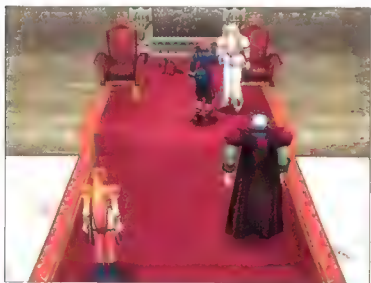
Konami

end of the year



Rayman

Rayman is one of those characters that really gives the proper respect. Undoubtedly one of the most successful "mascot" characters around (even though he's only been in two games), Ubi Soft has seen huge sales of just about every title he's appeared in since the early days of PlayStation and Jaguar. **No specific release date is set for Rayman's PS2 debut, but the 3D action style apparent in Rayman 2 (see this month's review) will be a real treat.**



Ephemeral Fantasia

Previously known as *Reiseld*, *Ephemeral Fantasia* from Konami is one of the first RPGs for the PS2, and it's looking quite promising. While the characters and areas have a distinct anime style to them, many aspects of the title place a strong emphasis on realism. For example, the entire game flows in real time, and certain events can only be triggered at certain times of day. Transitions between the world map and towns are also accomplished seamlessly.

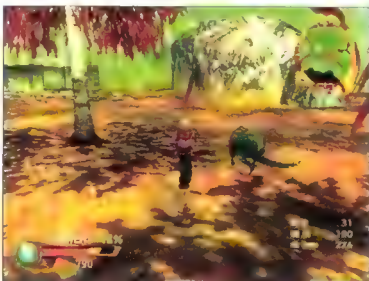
Evergrace

Two heroes, one story

Evergrace is a launch title from Agetec in America, an epic action/RPG from the creators of *Armored Core*. Telling the story of Yuterald and Shalami, two friends who share a mystical Crest on the back of their right hands. Mysteriously transported to the Rieubane Empire, the two heroes will discover the truth about their past and the future of the world.

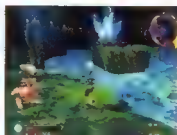
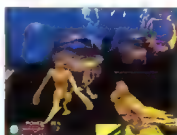
Evergrace is a launch title from Agetec in America, an epic action/RPG from the creators of *Armored Core*. Telling the story of Yuterald and Shalami, two friends who share a mystical Crest on the back of their right hands. Mysteriously transported to the Rieubane Empire, the two heroes will discover the truth about their past and the future of the world.

Originally developed for PlayStation, Evergrace's visuals have been scaled up for PlayStation 2. In addition, the environments have been further enhanced with special effects that are not available on the original PlayStation.



POV

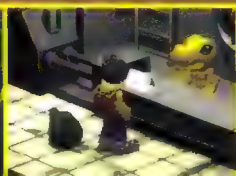
From the numerous save crystals scattered throughout the world, you can switch between Evergrace's dual heroes on a whim. Yuterald and Shalami start out alone, each following his own particular goals. Yuterald seeks to avenge his father, while Shalami aims to rescue a friend from two evil sorcerers. Eventually their paths will cross, providing players with different viewpoints on the events unfolding in Rieubane, in addition to new gameplay challenges.

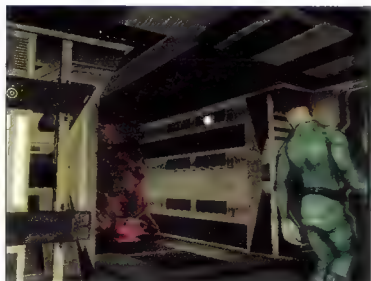




CAUTION: MAY NOT BE SUITABLE FOR PEOPLE WHO SUCK AT VIDEO GAMES.

If you're going to try playing Digimon World, you'd better make sure you're wearing the pants of underpants. See, some of these Digimon are so vicious and twisted they can actually come from television. That's okay with them, there are more things to blow up in video games than in life. Like you. So if you think you've got enough game for Digimon World, bring it. But don't say we didn't warn you.





Run Like Hell

Interplay is making a first-person shooter that'll make you feel like a classic sci-fi hero. The game is set in a futuristic world where you'll be fighting against a variety of enemies, including a giant, multi-limbed alien. The game is set in a futuristic world where you'll be fighting against a variety of enemies, including a giant, multi-limbed alien. The game is set in a futuristic world where you'll be fighting against a variety of enemies, including a giant, multi-limbed alien.



Fusion GT

Known in Japan as Hresvelgr, Fusion GT is being localized by Crave. The game is set in a futuristic world where you'll be fighting against a variety of enemies, including a giant, multi-limbed alien. The game is set in a futuristic world where you'll be fighting against a variety of enemies, including a giant, multi-limbed alien.

Primal Image Vol. 1

It's boring just to watch...

Building on the success of Nintendo's Pokémon Series, Interplay is replacing Pokémon with three plastic women. The game is set in a futuristic world where you'll be fighting against a variety of enemies, including a giant, multi-limbed alien. The game is set in a futuristic world where you'll be fighting against a variety of enemies, including a giant, multi-limbed alien.



Token Male

Some gamers were concerned with Primal Image Vol. 1's focus on women, so they'll be surprised to learn about Nobu (right), Primal Image's token male. Minimal effort has been afforded this artificial blond, as you can't snap pictures of Nobu, just pose him. Despite being a virtual male model, Nobu is 179cm tall, collects vintage clothing and enjoys working on his motorbike. Line up ladies—Nobu's hot and on the prowl!



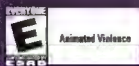
The Amazing Hero is Back!

STRIDER 2™



A dark and dangerous future. An elusive hero. Now, one of the world's most legendary heroes, Strider Hiryu, returns on the PlayStation® game console. Armed with his light sword, Strider blazes through the darkness to battle the evil dictator, Grandmaster.

Featuring 2 discs of gritty action adventure, this highly anticipated sequel also includes an incredible bonus...the complete, original Strider adventure.

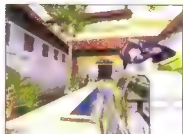


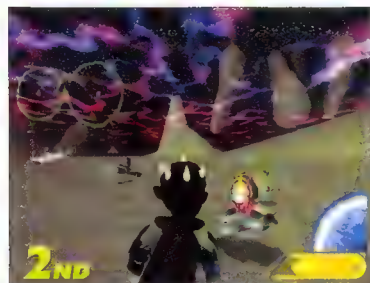
CAPCOM
www.capcom.com

© CAPCOM CO., LTD. 2000 © CAPCOM U.S.A., INC. 2000. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. CAPCOM and CAPCOM LOGO are trademarks of CAPCOM CO., LTD. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. The Strider logo is a trademark of the Interactive Digital Software Association.

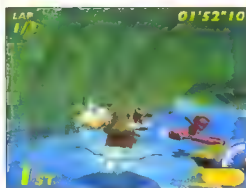


And an inquiry enough
 p... better The screenshots that have
 hting effects A

[illegible]



There will be eight super-deformed style Star Wars characters appearing in Super Bombad Racing, and each will be riding a tiny vehicle appropriate to them. Watch out for Darth Maul, Queen Amidala, Yoda, Obi-Wan Kenobi, Boss Nass, Jar Jar Binks and Sebulba. There will no doubt be a host of secret characters and environments to unlock, too.



The finest racing game ever made?

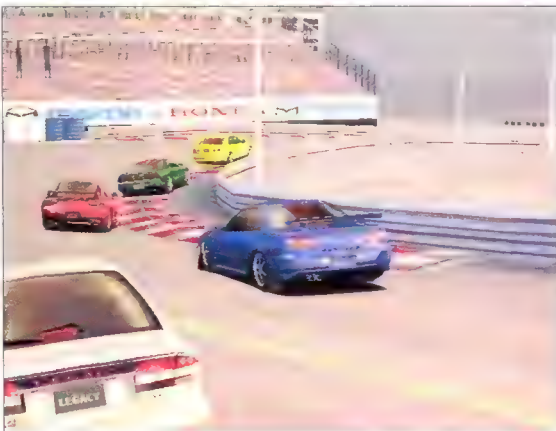
Sony's *Spider-Man* the end of the year

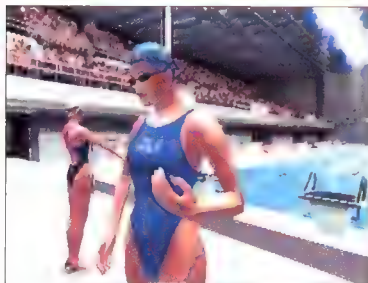
18. $\frac{1}{2} \Delta$ 19. $\frac{1}{2} \Delta$ 20. $\frac{1}{2} \Delta$

Polyphony

Polymers

1. $\frac{1}{2} \times \frac{1}{2} = \frac{1}{4}$





the quality of the magic seen. Watch for the game around P52 launch



the game sets you in the role of a pilot who must fly through a variety of missions using a variety of Dropship crafts. Developed by Sony

Camden Development Studio Dropship has no planned release yet



Value of prize packages as follows: Video Game package \$1200 base prize, bonus options \$2350, cash options \$1250. Computer package \$2600 base prize, bonus options \$2650, cash options \$1200. Home theater package \$7975 base prize, bonus options \$8975, cash options \$1200. For any questions e-mail us at ellen@uswest.net or call us at 812-525-0388.

Prepare yourselves, true believers! Spider-Man is almost here!

Journal of Management Education 30(6)

$\sigma_{\text{eff}} = \frac{\sigma}{1 + \beta}$

$f_{i+1} = f_i + \Delta f_i$ $\Delta f_i = \frac{f_i - f_{i-1}}{\Delta x}$ $\Delta x = x_i - x_{i-1}$

1. The first step is to identify the key components of the system. This includes understanding the hardware, software, and data involved. For example, in a web application, this might involve identifying the server, database, and user interface.

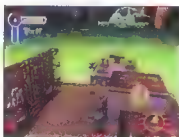
1. $\frac{1}{2} \times \frac{1}{2} = \frac{1}{4}$

()

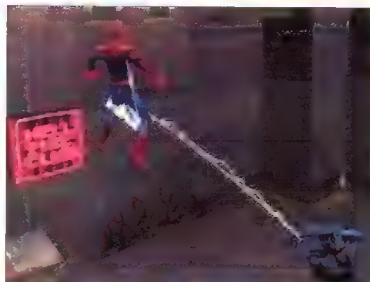
$$L = \{ \langle x, y \rangle \in \mathbb{N} \times \mathbb{N} \mid x \leq y \}$$

endars for Check it out in **late summer**

Figure 1. A schematic diagram of the experimental setup. The subject is seated in a chair, viewing a screen displaying a target. The target is a small object (e.g., a ball) that is moved by a motor. The subject's hand is positioned near the target. The motor is connected to a computer system that controls the movement of the target. The subject is instructed to move their hand to the target as quickly and accurately as possible.



For Spider-Man, Neversoft aims not only to please those in search of a great action game, but also to further the enjoyment for Marvel fans by including staples of the Marvel Universe not necessarily prevalent in Spider-Man comics themselves. Here we see Spidey slinging his way to Fantastic Four headquarters (far right), as well as a fight with Venom just outside the notorious Hellfire Club (right).





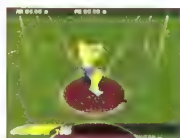
Heroes and Villains

Throughout his adventure, Spider-Man will confront fellow superheroes and many of his most infamous foes. Activision is keeping mum on divulging them all, but we do know that Black Cat will be there to provide aid, while Scorpion, Rhino, Venom, Mysterio and Doctor Octopus will provide some stiff opposition. We're assured that more will be announced soon.



Sydney 2000

It's the most anticipated Olympic event in years, and now it's a video game. *Sydney 2000* is the first in a series of Olympic games from Eidos, and it's the only one to feature a full range of sports. The game is set in the Sydney Olympic Stadium, and it's the only one to feature a full range of sports. The game is set in the Sydney Olympic Stadium, and it's the only one to feature a full range of sports. The game is set in the Sydney Olympic Stadium, and it's the only one to feature a full range of sports.



Miss Spider's Tea Party

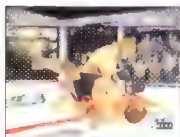
It's the most anticipated game in years, and now it's a video game. *Miss Spider's Tea Party* is the first in a series of games from Simon & Schuster Interactive, and it's the only one to feature a full range of sports. The game is set in the Sydney Olympic Stadium, and it's the only one to feature a full range of sports. The game is set in the Sydney Olympic Stadium, and it's the only one to feature a full range of sports.



Ultimate Fighting Championship

With the version of UFC we don't from Crave's war with T. I. do.

different fighting styles. It's an old friend to a pup in the fourth quarter.



RayCrisis: Series Termination

with the series.

Working Designs is bringing RayCrisis to U.S. gamers via its SPAZ release in fall.

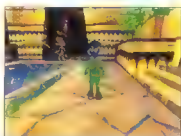
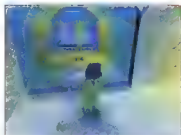


Monster Force

Konami

Monster Force is a new action-adventure game from Konami. It's a sequel to the 1997 game, Monster Force 2. The game is set in a post-apocalyptic world where a giant monster has been defeated. The player controls a character who must explore the world and uncover the secrets of the monster's defeat.

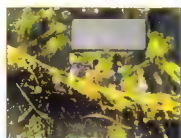
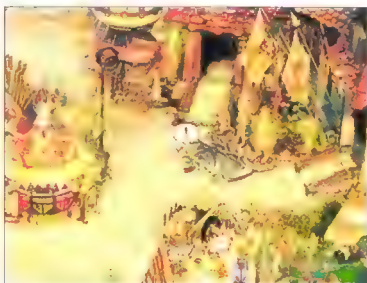
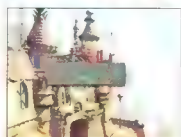
release this holiday



Final Fantasy IX

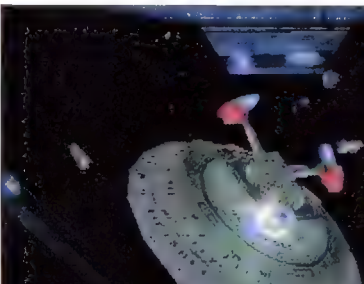
Another update on the year's biggest RPG

Final Fantasy IX is the latest in the series, and it's a real beauty. It's a story of a young girl who is kidnapped by a powerful wizard, and she must journey across the world to save her friends and the world. The game is set in a beautiful, colorful world with a rich, detailed story. It's a game that's perfect for anyone who loves a good RPG.

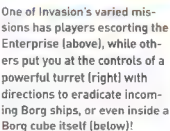


A solid Trek game? Make it so!

A solid Trek game? Make it so!



Anyone familiar with the Final Fantasy series should know that its games always feature great battles. FFX uses the same Active Time Battle system we've all become accustomed to, but strays from some elements introduced in the previous game. There are no more timed trigger attacks, and magic has gone back to mere character-specific spells based on magic points. Below, a rendered battle sequence between Bahamut and Alexander.



Incredible Crisis

Titus



Lunar 2

Another day, another Working Designs delay. But we're not

August



The Grinch

Konami

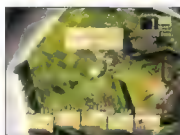
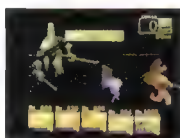
October



Breath of Fire IV

Stop dragon my heart around

Capcom
September



Magic Combos

Sometimes two spells can combine with one another to form a third. Experiment to see which spells go with which. And fear not—though this is a Capcom game, the enemies can't perform Combo Breakers.



Fear Effect: Retro Helix

The old gang returns to tackle human genetics

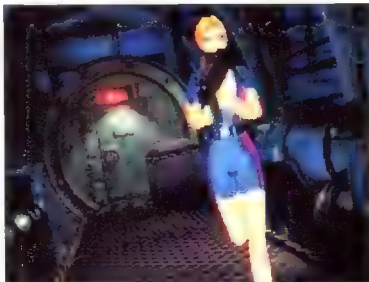
Eidos



When it Rains

If you manage to survive all the horrors of Retro Helix and unlock the chromosomal story that unfolds, you'll face off against a surprise enemy [we're only ruining it now, because the game isn't even close to being released]. It seems that Rain's twin sister, Mist, is burning with the ultimate evil—not to mention a hunger for the flesh of Rain's counterparts.

We don't have any shots of Mist, but we can only hope she shares her sister's physique.

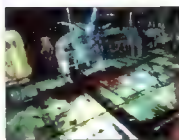


early next year

Girl Lovin'?

Apparently, Hana was as surprised as we were to hear that her "girl-friendly" history was going to be exposed in Fear Effect: Retro Helix. Nothing has been confirmed (nor denied), but rumor has it that Hana used to have a close "association" with newcomer Rain Qin.

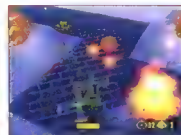
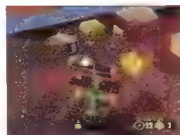
We won't use the term grrrl (oops!) or the word lesbian (yikes!), but we're curious to see how far Fear Effect's prequel will push this topic, previously taboo in video games.



Army Men Air Attack 2

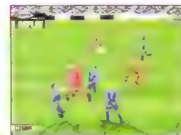
3DO

fall



ESPN MLS GameNight

Let Konami

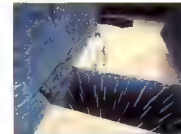


summer



The Mummy

Konami

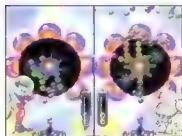


October

Spin Jam

Empire Interactive

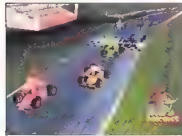
Spin Jam is a colorful, fast-paced platformer that's perfect for the whole family. The game features a variety of colorful characters and environments, and it's packed with fun, challenging levels. The game is available on PlayStation 2 and Xbox.



Woody Woodpecker Racing

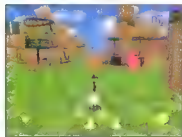
November 2001
Konami

Woody Woodpecker Racing is a fun, fast-paced racing game that's perfect for the whole family. The game features a variety of colorful characters and environments, and it's packed with fun, challenging levels. The game is available on PlayStation 2 and Xbox.



Mort the Chicken

Crave Entertainment
Mort the Chicken is a fun, fast-paced platformer that's perfect for the whole family. The game features a variety of colorful characters and environments, and it's packed with fun, challenging levels. The game is available on PlayStation 2 and Xbox.

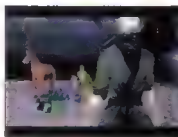
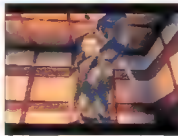
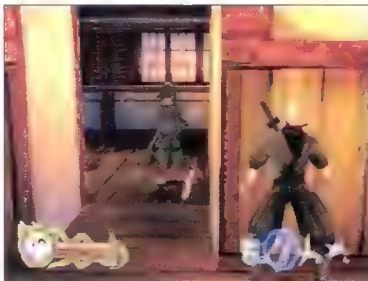


Tenchu 2

Build your own stealth adventure

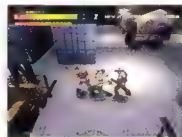
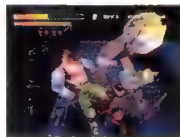
Activision

Tenchu 2 is a stealth adventure game that's perfect for the whole family. The game features a variety of colorful characters and environments, and it's packed with fun, challenging levels. The game is available on PlayStation 2 and Xbox.



Mortal Kombat: Special Forces

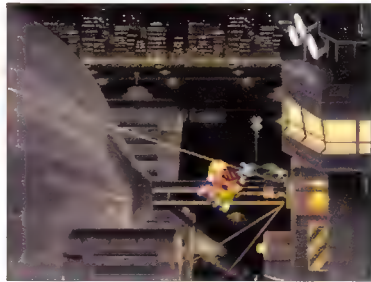
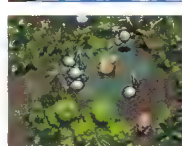
Midway
Mortal Kombat: Special Forces is a fun, fast-paced platformer that's perfect for the whole family. The game features a variety of colorful characters and environments, and it's packed with fun, challenging levels. The game is available on PlayStation 2 and Xbox.



Arc the Lad Collection

Working Designs
Arc the Lad Collection is a fun, fast-paced platformer that's perfect for the whole family. The game features a variety of colorful characters and environments, and it's packed with fun, challenging levels. The game is available on PlayStation 2 and Xbox.

Arc the Lad Collection is a fun, fast-paced platformer that's perfect for the whole family. The game features a variety of colorful characters and environments, and it's packed with fun, challenging levels. The game is available on PlayStation 2 and Xbox.



ESPN Great Outdoor Games: Bass Fishing

Konami
ESPN Great Outdoor Games: Bass Fishing is a fun, fast-paced platformer that's perfect for the whole family. The game features a variety of colorful characters and environments, and it's packed with fun, challenging levels. The game is available on PlayStation 2 and Xbox.



**In Real Life, you could never dance
well enough to help Ulala save the
galaxy from invading aliens.**

**\$10 OFF EVERY
ORDER* \$20 OFF
ORDERS OF \$100
OR MORE. USE
VIP CODE PSG2.**



**CHECK OUT ULALA IN
SPACE CHANNEL 5!**

Real life sucks.

Go to www.gamedealer.com

GAMEDEALER.COM™

**395 Hudson Street, New York, NY 10014
1-800-610-2614**

USE VIP CODE PSG2 IN THE SHOPPING CART TO RECEIVE YOUR DISCOUNT.



*Available on orders of \$30 or more and valid through August 31, 2000. Limited to one per customer. GameDealer accepts Visa, Mastercard, American Express, Discover and Ficoz. © 2000 UGO Networks, Inc. All rights reserved. GameDealer, UGO and UndergroundOnline are trademarks and service marks of UGO Networks. Sega is registered in the U.S. Patent and Trademark Office. Sega, Dreamcast, the Dreamcast logo and Space Channel 5 are either registered trademarks or trademarks of Sega Enterprises, Ltd. © SEGA ENTERPRISES, LTD., 2000. All Rights Reserved.



WHO WANTS TO

You've heard him say it a zillion times on television: "Is that your final answer?" But this time, the immortal words of Regis Philbin aren't being spoken to someone else—they're directed at you. Sound improbable? Maybe so. But with Sony Computer Entertainment America's recent release of *Who Wants to Be a Millionaire 2nd Edition*

BE A PRETEND

for your PlayStation, the scenario has now become more likely. Sure, there's no real money on the table. Sure, Regis' voice is recorded. Sure, your version of the hot seat is more commonly referred to as "the couch." But it's also the closest you may ever get to partaking in one of the first widespread American phenomena of the 21st century.

MILLIONAIRE

by Chris Baker

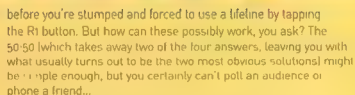


Learning the Same Things

A Million-Dollar Sample

Curious as to what sort of progression of questions you might get in *Millionaire 2*? We played through an entire million-dollar game for you. Got what it takes to win it all? Go ahead and test yourself (answers on page 95).

Once the questions head your way, it might not take long

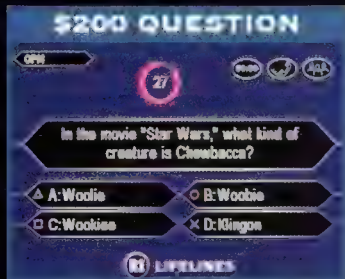


Fortunately, Millionaire 2 has its ways of remedying such a dilemma. Should you desire to seek the "audience's" help, simply choose the lifeline and view the results. Fear not, though. These numbers were the result of an Internet survey conducted to 50 people, not just randomly thrown in by developers.

Feel like consulting a friend for help? Well, you're out of luck. One of Regis' friends will have to do. Still, his buds tend to be correct as often as the lifelines are in the TV show—for better or for worse.

One of the main differences between the television program and the game has to do with time restraints. While contestants have the whole show to answer on television, such is not the case in *Millionaire 2*, as you have only 30 seconds to respond. "We didn't want the user to have the ability to research their answer," says Clark. Of course, those with the inking to cheat still have access to the pause button.

Still, there are those out there who will be able to play all the way through without any help. Just ask Clark about he and his colleagues at Sony CEA: "We've all been able to finish the game," he says. "We're pretty smart, you know." **\$**



REGIS SPEAKS!

Q: Les Moonves has said that every time a game show works in primetime, a hundred people are out of work in Hollywood because they were putting together dramas or comedies. Any guilt about that?
 Regis Philbin: No. But I do think about that from time to time. I realize what's happening. I never expected—I don't think any of us did—that we would be putting some shows out of commission because they wanted us more than once a week. I know what it is to be out of work. And I feel for those people. But what are we going to do? The network is saying more, more, more.

Q: You appeared in front of the television critics last July, and while you expressed a little bit of

relatively easy to get that big rating in August. And everybody said, "Wait until November, when you're up against real competition." And November came, and there was real competition, but the show just—the ratings went higher. So I think it was then that we realized, yes, indeed, this really is a juggernaut, as Bill Carter said in *The New York Times*, a phenomenon. So that's when I think it dawned on me that we had something really special here.

Q: How much preparation is there for you on this show, and how do you pace yourself with the two shows?

RP: Well, on this particular show, really this staff does most of the work. I mean, they fly everybody in.



Gelman comes in around 8:45. I talk with him about the guest lineup, check the papers so I know what did the night before, go down to get

lost track of them, I would receive from time to time copies of that old game show, *What's My Line* or *Who Do You Trust*, and it was fun

RP: It's terribly exciting to be with them as they proceed and progress through the levels. I feel terrible when they lose. Lately we've had

"For years being a millionaire in this country was what everybody wanted to become, and here's a chance to do it in television in one night."

optimism about the success of the series, you didn't predict this overwhelming success. At what point did you realize that you had a megahit on your hands?

RP: Well, we started out real good, better than we expected, and then the show just blossomed the longer it was on. So we had some terrific ratings in August. But then, you know, television has given up on the audience in August, and the audience has really given up on television as well. But there was something new. So it frankly was

They extract a little biographical information about them, put them on cards. The format, I mean, I know intimately, so there's no preparation there. Frankly, I come here maybe an hour before show time, change, chat about what's new and a little bit about the guests, get a little kind of fix on them, and then we start the show, and it takes on a life of its own. So that's about the schedule for the show. The morning show, I walk over to ABC around 8:20 in the morning, change my clothes

made up at 10 minutes to 9:00 a.m., meet [Kathie Lee] at one minute to 9:00 a.m., walk down the highway, walk out and he's introducing us, and the show begins.

Q: Were you a fan of game shows before this show? Did you have a favorite game show?

RP: Well, I watched them over the years. I saw them all. Years ago, I enjoyed *What's My Line* and *To Tell the Truth*, loved them for their simplicity and the fun they produced. I guess I was a fan then. Of course, they went out of favor, and I kind of

seeing Johnny Carson 40 years ago, and I admired his work very much. But there was no inclination on my part to do the remake of those shows. It wasn't until I saw *Who Wants to Be a Millionaire* that I really got excited about game shows.

Q: We know how the contestants feel when they're in the spotlight and about to win or not win the million dollars. But how do you feel? Do you get caught up in the drama? Do you find your pulse racing faster for them?

couple of people who just have trouble getting beyond the \$1,000 or \$2,000 area, and it's a heart-break, really, literally for me to have to tell them that yes, indeed, you've lost, you've been reduced to \$1,000. And I hate it. I love it when they win, and I want more winners, and you know, if this thing was so easy, why don't we have more winners? But that's my answer, and that's my final answer.

[Thanks to David Waldon, L.A. Bureau Chief, *Coverstory*, *Flywheel Media*]

\$300 QUESTION

27

How long is Hanukkah?

A: A one day B: five days
C: eight days D: two weeks

LIFELINES

\$500 QUESTION

28

Someone would most likely contract salmonella poisoning from eating which of the following meats?

A: pork B: chicken
C: tofu D: rice

LIFELINES

\$1,000 QUESTION

29

What car company once manufactured and sold the "Datsun" line of automobiles?

A: Nissan B: Mazda
C: Toyota D: Daihatsu

LIFELINES

judgment to the whole experience. I think a lot of people are going to be disappointed that they didn't win, but I think they'll be happy that they got to play the game and see the show. I think they'll be happy that they got to see the show and play the game. I think they'll be happy that they got to see the show and play the game. I think they'll be happy that they got to see the show and play the game.

A: I think people who watch the show and play the game will be happy that they got to see the show and play the game. I think they'll be happy that they got to see the show and play the game. I think they'll be happy that they got to see the show and play the game. I think they'll be happy that they got to see the show and play the game.

If you're a fan of the show, you'll be happy that you got to see the show and play the game. I think they'll be happy that they got to see the show and play the game. I think they'll be happy that they got to see the show and play the game. I think they'll be happy that they got to see the show and play the game.

At the end of the show, we'll have a drawing to see who will win the grand prize. All the contestants who were on the show will be automatically kept in the drawing. \$

ANSWERS TO MILLIONAIRE QUESTIONS

Fastest Finger: B-D-A, \$100-C, \$200-C, \$300-C, \$500-B, \$1,000-A, \$4,000-C, \$8,000-D, \$16,000-B, \$32,000-B, \$64,000-A, \$125,000-C, \$250,000-B, \$500,000-B, \$1,000,000-B

Contestants Know Best

So is the PlayStation version of *Millionaire* worth missing the show for? We have our own opinions (see this month's reviews), but who better to give us the answer than people who have actually appeared on the show? A few contestants were nice enough to invite us to their homes so that they could test it out for themselves.



Jane Oviatt \$125,000 Winner Wheaton, Ill.

Who is she?

Despite being a *Millionaire* fan, upon her first question ("How many miles in a kilometer?"), Oviatt didn't realize her competitive edge: "I walk away from *Millionaire* with a lot of money."

Does she play video games?

"No, I really don't," she says. "Someone gave us *You Don't Know Jack*, [which] I liked a lot when I played it at their house, but I don't play it because I don't have time."

How did she fare in *Millionaire* 2?

Of the three former contestants in the show, Oviatt made it further than anyone else, consistently making the \$32,000 safe haven. At one point, she even made it to the final question—too bad she didn't know in *e.e. cummings*.

Her overall thoughts?

"It's a very good game," she says enthusiastically. "It's very realistic, and I was nervous! Regis' remarks made me not trust myself. It would be nice if there were one or two questions where they let you take as long as you wanted, though. It also has more fun if I hurried up and they should have made it so the questions don't repeat. But overall, people who like the show should definitely pick it up."

Final Score ●●●●●

John Carpenter \$1 Million Winner Hamden, Conn.

Who is he?

If you've read the past few pages, then you should have a pretty good idea. After winning the grand prize, Carpenter was invited back for *Champions Millionaire* in January. He proceeded to win \$250,000, half of which went to charity.

Does he play video games?

"Not much now," he says. "In my youth, we had an Atari. I loved *Combat*. I've actually been thinking about buying a PlayStation, but maybe I should wait for PS2."

How did he fare in *Millionaire* 2?

Let's just say that if this was the real deal, you wouldn't be seeing him on the cover of *TV Guide* and *People*—in nine attempts, he only made it as high as the \$250,000 question once (and missed it). There were even a couple of instances where he finished with nothing!

His overall thoughts?

"On this show the first five questions are simple," he says of the game's difficulty, "but with this you've really gotta be on guard from the first question. The time limit makes things a little more difficult, too. If I was easily discouraged I wouldn't like this game. After missing another question, 'You can tell I like this personally.'"

Final Score ●●●

Robby Roseman \$0 Winner Chicago, Ill.

Who is he?

During the *Millionaire* taping in August, Roseman missed the \$100 question. "I don't consider that unlucky," he says. "I've missed questions before. If you didn't know it, it was the biggest hint and I was wrong, but he says that his partner was wrong did have the question. I was given a *Hardcore* on the *Don O'Donnell Show*."

Does he play video games?

"I used to play a good bit of PlayStation," says the 23-year-old. "Now, I'm just waiting for PlayStation2."

How did he fare in *Millionaire* 2?

Better than on the show, at least. In three attempts, he secured \$8,000 at one point, missing the \$16,000 offering.

His overall thoughts?

"It's got all the options of the real game," says Roseman, "but it'd be better with more variety in Regis' comments. The Fastest Finger is really cool, but it'd be nice if you could have computer players or something and four-players. I don't know if I would buy it—it's just too basic. I played *Millionaire* and it was a lot better, a lot more fun. They probably just want to make the game's popularity with this...getting it on shelves."

Final Score ●●●

You Don't Know Jack

This new-wave quiz show may include more than a gold-tracker, grinning shift waitress named Flo. The YDKJ series took the PC world by storm before making the move to PlayStation last year. The result is a collection of bizarre trivia, courtesy of a team of brilliant writers and a game named Regis. YDKJ is the interactive game show experience that all other developers wish they had thought of. Bizarre questions—and his responses to your "know-it-all" queries—combined with a natural, conversational feel like you're dealing with a human being.

YDKJ's Rating: ●●●●●



\$1 MILLION QUESTION

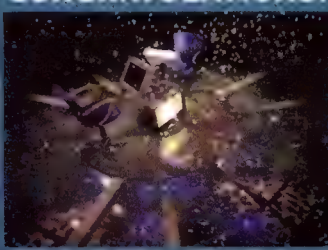
26

In 1979, who became the youngest jockey ever to win horse racing's triple crown?

A: Jerry Bailey
B: Steve Cauthen
C: Willie Shoemaker
D: Paqueito David

LIFELINES

CONGRATULATIONS!



YOU'RE RICH



Collect Them All

Order **OPM** Back Issues or Demo Discs Today! To order, simply send your order form indicating which issues you would like to. **Official U.S. PlayStation Magazine Back Issues, P.O. Box 3338, Oak Brook, IL 60522-3338** All requests must be paid for by check or money order **ONLY**. Made payable to Ziff Davis Media Inc. **Do not send cash!** The cost for each issue is as follows: \$3 U.S., \$3 Canadian and \$5 foreign. **All payments must be in U.S. funds.** Prices and availability subject to change without notice. [Note: Issue 17/February 1999 is completely **SOLD OUT**]

☐ **Issue 1/October 1997 \$15**
Ghost in the Shell, Final Fantasy VII Strategy
Demo Disc includes: *playables:* Intelligent Cube, PaRappa the Rapper, Ace Combat 2, Fighting Force

☐ **Issue 2/November 1997 \$10**
PaRappa the Rapper, Bushido Blade Strategy

Demo Disc includes: *playables:* Crash Bandicoot 2, Croc, Armored Core, Madden NFL 98, Cool Boarders 2, Colony Wars

☐ **Issue 3/December 1997 \$10**
Cool Boarders Strategy

Demo Disc includes: *playables:* Bushido Blade, Vs., Star Wars, Masters of Terror Kixi, Jet Moto 2, Cardinal SYN, Ghost in the Shell, Moto Racer, Test Drive 4

☐ **Issue 4/January 1998 \$10**
Resident Evil 2 Feature, Tomb Raider II Strategy

Demo Disc includes: *playables:* NFL GameDay 98, CART World Series, Frogger

☐ **Issue 5/February 1998 \$10**
Dead or Alive Feature, 1997 OPM Editors' Awards

Demo Disc includes: *playables:* NCAA GameBreaker 98, Tomb Raider II, Command & Conquer: Red Alert, Crime Killer

☐ **Issue 7/April 1998 \$10**
10 Overlooked PS Picks, Resident Evil 2 Strategy

Demo Disc includes: *playables:* Hot Shots Golf, Pitfall 3D, WCW Nitro, ONE

☐ **Issue 8/May 1998 \$10**
10 Greatest PS Fighters, Tekken 3 Strategy

Demo Disc includes: *playables:* Einhander, Gex, Enter the Gecko, Klonk

☐ **Issue 9/June 1998 \$15**
Metal Gear Solid Preview, Gran Turismo Review

Demo Disc includes: *playables:* Cardinal SYN, Vigilante 8, Forsaken, N20, TOCA, Dead or Alive

☐ **Issue 11/August 1998 \$15**
Metal Gear Solid, Vigilante 8 Strategy
Demo Disc includes: *playables:* Tekken 3, Turbo Prop Racing

☐ **Issue 12/September 1998 \$10**
PlayStation's Birthday, Elemental Gearbolt Strategy

Demo Disc includes: *playables:* Spyro the Dragon, Duke Nukem: Time to Kill, WWF War Zone, The Unholy War, S.E.A.R.S.

☐ **Issue 13/October 1998 \$10**
Spyro the Dragon Strategy

Demo Disc includes: *playables:* Metal Gear Solid, Legacy of Kain, Soul Reaver, Test Drive 5, Devil of Ice, Brunswick Bowling, Ninja, NFL Xtreme, Cool Boarders 3

☐ **Issue 15/December 1998 \$10**
Metal Gear Solid, Crash Bandicoot Strategy

Demo Disc includes: *playables:* Tomb Raider III, Crash Bandicoot: Warped, Bomberman World, A Bug's Life, Running Wild, Invasion From Beyond, Kaguro: Deception II, Metal Gear Solid, Gran Turismo

ONLY DEMO DISCS AVAILABLE!

☐ **Issue 6/March 1998 \$299**
playables: Bloody Road, Monster Rancher, Spyrotheekers, Final Fantasy VIII, 3 Xtreme, Ninja Turtles, Alundra, NBA Shoot Out 98, Saga Frontier, Mega Man Neo

☐ **Issue 10/July 1998 \$299**
playables: Gran Turismo, Tombat, The Granstream Saga, Jersey Devil, NBA Shoot Out, Blast, Speed Racer, not *playables:* NFL Xtreme, MLB 99, Tekken 3

☐ **Issue 14/November 1998 \$299**
playables: MediEvil, WarGames, Defcon 1, Dragon Seeds, G-Darius, Future Cop L.A.P.D., Colony Wars, Vengeance, not *playables:* Crash Bandicoot: Warped, Tenchu, Tai-Fu, Rugrats, Abe's Exodius, Brave Fencer Musashi, You Don't Know Jack

☐ **Issue 16-S10 January 1999**
Gex Deep Cover Gecko, Tomb Raider II Strategy
Demo Disc includes: *playables:* Silent Hill, Moto Racer 2, Brave Fencer Musashi, Apocalypse, Tai-Fu

☐ **Issue 18-S10 March 1999**
PlayStation Dictionary, Syphon Filter Strategy
Demo Disc includes: *playables:* Syphon Filter, Bust & Groove, Shadow Madness, Fishermen's Ball, Akai's Heartless, No One Can Stop Mr. Domino, Street Sk8er

☐ **Issue 19-S10 April 1999**
The Year of the RPG, Silent Hill Strategy

Demo Disc includes: *playables:* R4: Ridge Racer Type 4, WCW/No Thunder, Rollcage, Warzone 2100, Rugrats: Search for Reptar

☐ **Issue 20-S10 May 1999**

Star Wars: Episode I-The Phantom Menace Feature
Demo Disc includes: *playables:* Etranger, Gex 3: Deep Cover Gecko, Legend of Legaia, Contender

☐ **Issue 21-S10 June 1999**

Resident Evil 3 Nemesis
Demo Disc includes: *playables:* Outworld, Abe's Exodius, NFL Blitz, Bust & Groove 4, R4: Ridge Racer Type 4, Elmo's Letter Adventure

☐ **Issue 22-S10 July 1999**

25 Games You Must Play
Demo Disc includes: *playables:* Ape Escape, MLB 2000, The Next Tetris, Tony Hawk's Pro Skater, Interplay Sports Baseball 2000, Croc 2, Soul of the Samurai, Bloody Road 2

☐ **Issue 23-S10 August 1999**

Tarzan Lord of the Console
Demo Disc includes: *playables:* Final Fantasy VIII, 3 Xtreme, Ninja Turtles, Coco, Macross VF-X-2, You Don't Know Jack, Contipede, Ultimate 8-Ball

☐ **Issue 24-S10 September 1999**

EA sports vs. 989 studios
Demo Disc includes: *playables:* UnJammer Lammy, Sled Storm, Chocobo Racing, Pong, Monaco Grand Prix Racing

☐ **Issue 25-S10 October 1999**

Final Fantasy VIII Strategy
Demo Disc includes: *playables:* Metal Gear Solid: VR Missions, WipeOut 3, Omega Boost, NFL Xtreme 2, Jet Moto 3, Championship Motocross, Toy Story 3, Bugs Bunny, Pac-Man World



☐ **Issue 26-S10 November 1999**
Tomb Raider 4, Crash Team Racing Strategy
Demo Disc includes: *playables:* Grandia, Legacy of Kain: Soul Reaver, Killer Loop, 40 Winks, NFL Blitz, Crash Bandicoot: Warped, Cool Boarders 3

☐ **Issue 27-S10 December 1999**

PlayStation 2, Dino Crisis Strategy
Demo Disc includes: *playables:* Gran Turismo 2, Thrasher: Skate and Destroy, Test Drive Off-Road 3, Madden NFL 2000, NFL GameDay 2000, NCAA Game Breaker 2000, Cool Boarders 4, Demolition Racer

☐ **Issue 28-S10 January 2000**

End of the World Buyers Guide
Demo Disc includes: *playables:* Dino Crisis, NHL FaceOff 2000, NBA Basketball 2000, Tarzan, Army Men: Air Attack, WCW Mayhem

☐ **Issue 29-S10 February 2000**

Wrestling Roundup
Demo Disc includes: *playables:* Medal of Honor Strategy, The Evil Swine Return, Tomb Raider: The Last Revelation, SuperCross Circuit, MTV Sports Snowboarder, Ballistic, International Track & Field 2000

☐ **Issue 30-S10 March 2000**

Wrestling Roundup
Demo Disc includes: *playables:* Syphon Filter 2, Crash Team Racing, NCAA Final Four 2000, Spyro 2, Silent Bomber, Twisted Metal 4, MTV Music Generator, Ace Combat 3: Electrosphere

☐ **Issue 31-S10 April 2000**

Star Trek Invasion
Demo Disc includes: *playables:* Colony Wars: Red Sun, Spider-Man, Eagle One, Harner Attack, Hot Shots Golf 2, Rollcage Stage II, Gekido

☐ **Issue 32-S10 May 2000**

PS2 Japanese Launch
Demo Disc includes: *playables:* MediEvil II, NCAA March Madness 2000, NASCAR Rumble, Speed Punks, Rugrats Studio Tour

☐ **Issue 33-S10 June 2000**

X-Men
Demo Disc includes: *playables:* X-Men Mutant Academy, Threads of Fate, WWF SmackDown!, Gauntlet Legends, Grand Session, Deception III: Dark Deception

☐ **Issue 34-S10 July 2000**

Tony Hawk's Pro Skater
Demo Disc includes: *playables:* Tony Hawk's Pro Skater 2, Legend of Dragon, MLB 2001, Mr. Driller, Star Trek Invasion



Pinching Pennies

About 10 minutes ago I got up from the office with a hazy smile on my face.

GAMES REVIEWED

Armormines: Project S.W.A.R.M.	90
Builder's Block	85
Iron Soldier 3	80
ISS Pro Evolution	75
Koudelka	70
Legend of Mana	90
NGEN Racing	75
Rayman 2	85
Rhapsody: A Musical Adventure	100
RPG Maker	100
Surf Riders	75
Threads of Fate	102
Who Wants To Be a Millionaire	103



A little more idiot math and I reckoned it cost the average consumer \$1 every time they slapped themselves onto the couch to go against Regis' laundry list of questions.

THE FINAL SCORE



We rate games on a five-point scale. So, 5 is terrible, 2.5 is average and 5 is superb. Get it?

cost the average consumer \$1 every time they slapped themselves onto the couch to go against Regis' laundry list of questions. One dollar, you would get 20 minutes of long distance by dialing random

Todd Zuniga
Associate Editor

MEET THE CRITICS



JOHN DAVISON

Senior Editor

Favorite Genres: Action

Current Favorites: Metal Gear

Can't Wait For: Metal Gear



JOE RYBICKI

Senior Editor

Favorite Genres: Action

Current Favorites: Metal Gear

Can't Wait For: Metal Gear



GARY STEINMAN

Senior Editor

Favorite Genres: Action

Current Favorites: Metal Gear

Can't Wait For: Metal Gear



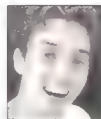
CHRIS BAKER

Senior Editor

Favorite Genres: Action

Current Favorites: Metal Gear

Can't Wait For: Metal Gear



TODD ZUNIGA

Associate Editor

Favorite Genres: Action

Current Favorites: Metal Gear

Can't Wait For: Metal Gear



SAM KENNEDY

Senior Editor

Favorite Genres: Action

Current Favorites: Metal Gear

Can't Wait For: Metal Gear

FAVORITE GENRES: Action

CURRENT FAVORITES: Metal Gear

CAN'T WAIT FOR: Metal Gear

FAVORITE GENRES: Action

CURRENT FAVORITES: Metal Gear

CAN'T WAIT FOR: Metal Gear

FAVORITE GENRES: Action

CURRENT FAVORITES: Metal Gear

CAN'T WAIT FOR: Metal Gear

FAVORITE GENRES: Action

CURRENT FAVORITES: Metal Gear

CAN'T WAIT FOR: Metal Gear

FAVORITE GENRES: Action

CURRENT FAVORITES: Metal Gear

CAN'T WAIT FOR: Metal Gear

FAVORITE GENRES: Action

CURRENT FAVORITES: Metal Gear

CAN'T WAIT FOR: Metal Gear

**Armored Core: Project S.W.A.R.M.****• Armored Core: Project S.W.A.R.M.**

Publisher /
Developer: Armored Core Studios
Web Site

• Builder's Block

Publisher
Developer
Web Site

This game is stupid

this game calls for a good deal more strategy and visualization skills

Final Score **C**
By Todd Zuniga

Players: 1-2
Memory Card: 1 block

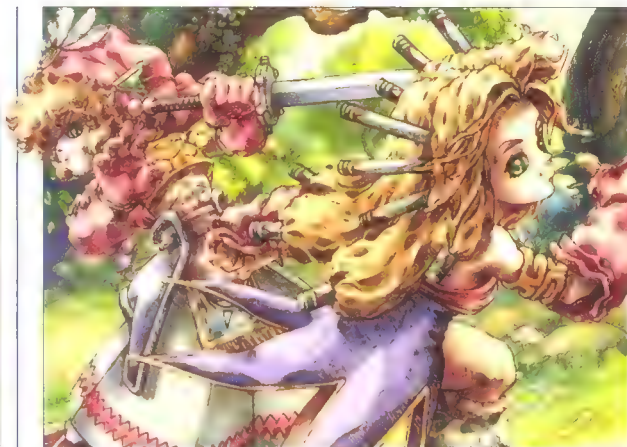
**Builder's Block**

play Builder's Block long enough and you'll end up seeing the colored blocks everywhere

**Builder's Block**

Final Score **D**
Joe Rybicki

Players: 1-2
Memory Card: 1 block



Legend of Mana

With no plot to hold it together, Mana misses the mark

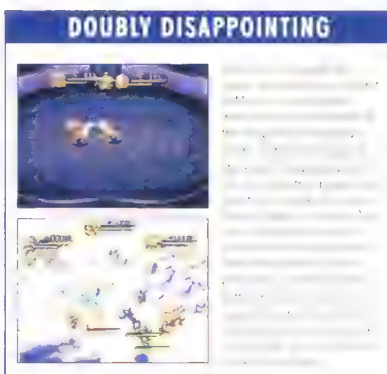
Publisher: Square EA
Developer: SquareSoft
Web Site

features that keep a day of your life interesting, a powerful rehash

world, you create your own as you go by playing "artifact"

They've scrapped a plot line altogether.

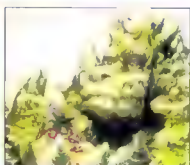
Squaresoft's latest attempt at a nonlinear RPG



DOUBLY DISAPPOINTING

The overall feeling is that of a scavenger hunt with limited clues and no prize at the end.

Most of the time, the game is a



with plenty of missions to choose from, after about 20 hours I actually ran into a wall—and I was only about halfway through the scenarios. At that point I had to engage in a tedious process of wandering through the same areas over and over again, looking for the next quest. Yech.

Another sore point is the bland

combat. Despite the flashy special moves, for some odd reason (bad programming?) characters can only attack forward (either side even worse), the battles are just too easy, I never came close to dying, and often was able to get through even the toughest boss battles by using the "wait" button.

There are a few other things that I like about the game, but they're not enough to make up for the flaws.

Final Score: 6.5

Players: 1-2
Memory Card: 2 blocks

2D graphics, the endearing characters and the wide variety of mis-

sions. The game has a lot of innovative, customizable options. You can create your own weapons, and you can customize your

characters. The game is not exact, capture and raise monsters, and give them abilities. Unfortunately, with the battles being so easy, there's no real incentive to spend time creating a better sword or hunt for a better weapon.

you simply don't need to. If you're a fan of 2D RPGs, I think you'll like this game. It's a bit far, there were moments when I got lost in its magical world. But without a plot or a decent battle engine, Square's latest isn't creating a non-linear RPG that rises above mediocrity.

Final Score: 6.5
Gary Steinman
E Players: 1-2
Memory Card: 2 blocks



ISS Pro Evolution



ISS Pro Evolution



ISS Pro Evolution

Iron Soldier 3

Publisher: Vitec
Developer: Telegames
Web Site: www.vitec.com

Iron Soldier 3 is a third-person shooter that's a lot like the first two games, but it's not as easy-peasy. The game is a lot more challenging, but you're not to be paying close attention. As giant-mech games go, I have to say that this is without a doubt my favorite on PlayStation. It's not that there's much competition

in the genre, but Iron Soldier 3 has the most responsive controls and great

two-player co-op mode that's pretty absorbing too, as well as some good

levels, in which you're blowing around blowing through the levels. The game is a lot more challenging, but you're not to be paying close attention.

As giant-mech games go, I have to say that this is without a doubt my favorite on PlayStation. It's not that there's much competition in the genre, but Iron Soldier 3 has the most responsive controls and great

two-player co-op mode that's pretty absorbing too, as well as some good levels, in which you're blowing around blowing through the levels. The game is a lot more challenging, but you're not to be paying close attention.

As giant-mech games go, I have to say that this is without a doubt my favorite on PlayStation. It's not that there's much competition in the genre, but Iron Soldier 3 has the most responsive controls and great

two-player co-op mode that's pretty absorbing too, as well as some good levels, in which you're blowing around blowing through the levels. The game is a lot more challenging, but you're not to be paying close attention.

Final Score: 6.5
John Davison
E Players: 1-2
Memory Card: 1 block

ISS Pro Evolution

Publisher: Vitec
Developer: Telegames
Web Site: www.vitec.com

ISS Pro Evolution is a third-person shooter that's a lot like the first two games, but it's not as easy-peasy. The game is a lot more challenging, but you're not to be paying close attention. As giant-mech games go, I have to say that this is without a doubt my favorite on PlayStation. It's not that there's much competition in the genre, but Iron Soldier 3 has the most responsive controls and great

two-player co-op mode that's pretty absorbing too, as well as some good levels, in which you're blowing around blowing through the levels. The game is a lot more challenging, but you're not to be paying close attention.

As giant-mech games go, I have to say that this is without a doubt my favorite on PlayStation. It's not that there's much competition in the genre, but Iron Soldier 3 has the most responsive controls and great

two-player co-op mode that's pretty absorbing too, as well as some good levels, in which you're blowing around blowing through the levels. The game is a lot more challenging, but you're not to be paying close attention.

As giant-mech games go, I have to say that this is without a doubt my favorite on PlayStation. It's not that there's much competition in the genre, but Iron Soldier 3 has the most responsive controls and great

two-player co-op mode that's pretty absorbing too, as well as some good levels, in which you're blowing around blowing through the levels. The game is a lot more challenging, but you're not to be paying close attention.

As giant-mech games go, I have to say that this is without a doubt my favorite on PlayStation. It's not that there's much competition in the genre, but Iron Soldier 3 has the most responsive controls and great

two-player co-op mode that's pretty absorbing too, as well as some good levels, in which you're blowing around blowing through the levels. The game is a lot more challenging, but you're not to be paying close attention.

Final Score: 6.5
John Davison
E Players: 1-2
Memory Card: 1 block

and you end up getting more frustrated than you really ought to

occasionally unruly control problems.

more in control of everything, ISS has gone the other way. For some reason

Final Score: 6.5
John Davison

E Players: 1-4
Memory Card: 1 block

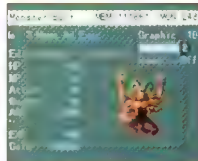
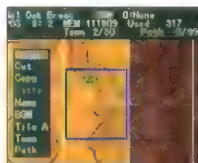


Iron Soldier 3



Koudelka

Koudelka



ANIMISTIC LICKS

Just to give you some idea of the depth and complexity of the RPG Maker package, check out An Me Maker here at the left. Each one of those magazines is a frame of animation, front side and back. You can draw entire characters, item switches, or a preset character. But that's not the only art design available. This sheet shows one of the magic effects I designed and it's a Death spell called "Crti-Adell." You can draw artwork, add basic effects like fire, and even do some simple animation. It may be fairly basic, but it gives you the band battle system.



What do *you* think?



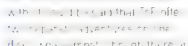
E **Players:** 1
Memory Card: 1 block



Final Score ●●
Joe Rybicki



at a "pratty" gin Mint's magra
 ... gr's look? para xaxao





Game names in *italics> indicate a Greatest Hits title. Ratings in *italics> indicate a five-disc score.**

104 Official PlayStation Magazine

X-MEN MUTANT ACADEMY Train as if Professor Xavier's elite high school for the gifted. Play as one of 10 different X-Men, each with their own unique mutant powers, and abilities, and special moves. You'll learn the training Arcade 3-Demos: none your powers, it's training made and then move up the ranks. Arcade 3-Demos: all fighting arenas, aerial combat, finishing moves and real life X-Men costumes give you the total X-Men experience.

PLAYSTATION					
Title	Release	Price	Title	Release	Price
Armored Assault	08/00	\$39.95	Morph: Peach-Battle Card	08/00	\$47.95
Avandia 2	08/00	\$39.95	Ms. Pac-Man Battle Madness	09/00	\$29.95
Backstreet	08/00	\$39.95			
Army Men: World War	04/00	\$39.95	NASCAR 2001	09/00	\$34.95
Base Baling 2	07/00	\$39.95	NASCAR Racer	09/00	\$29.95
			NASCAR 2001	10/00	\$39.95
Best Buyware	09/00	\$39.95	NCAA FE 2001	09/00	\$39.95
Clashers Paca 2000	05/00	\$39.95	NFL 10: 10:2001	09/00	\$39.95
			NHL Game Day 2001	09/00	\$39.95
			Lord of the Rings	03/00	\$59.95
Click Twink 2	11/99	\$32.95			
C.O. McKracken Rally 2	08/00	\$42.95			
Coconut Wares 3 Red Sun	08/00	\$39.95			
Co-Opion Vampire	06/00	\$39.95			
Count Down 2000	08/00	\$39.95			
Cruisers Night Bike	03/00	\$26.95			
Dave Mirra Freestyle BMX	09/00	\$39.95			
Demolition Derby 3 Raw	07/00	\$39.95			
Dino Hunt 1: Tokyo 2	02/00	\$39.95			
Dinosaur World	05/00	\$39.95			
Drop Cross 2	08/00	\$39.95			
Demons 1	06/00	\$39.95			
Drift 2	10/00	\$39.95			
Ducati Motor Racing	08/00	\$39.95			

[illegible]

The World Is Not Enough
007

EA (Shooter)	\$39.95	PSX
Release: 7/00	\$56.95	N64
Release: 11/00	\$49.95	PSX2

COMPUTER GAMES & HARDWARE

Age of Empires 2	05/99	\$33.95	Half-Life Opposing Force	12/99	\$27.95
Age of Wonders	01/99	\$28.95			
Athenian's Call	12/98	\$24.95	homeworld	05/99	\$29.95
Back to the Future	01/99	\$24.95	Hyperstar II	01/99	\$24.95
Battlezone 2	1/99	\$33.95	Jays U.S.A.F.	10/98	\$38.95
Bugs Bunny Lost Time	08/99	\$32.95	Master of Deceit	01/99	\$34.95
C&C 2: Tiberian Sun	08/99	\$37.95	Madden NFL Dream 2	1/96	\$39.95
Delta Force 2	11/99	\$34.95	Mag Alloy	02/00	\$39.95
Descent 3	2/99	\$29.95	MS Flight 5-S 2000	10/99	\$39.95
Descent 3: Mercenary	11/99	\$27.99	MS Flight 5-S 2000 PE	10/99	\$39.95
Duke2	02/00	\$42.95	Mutli-Task Helix	1/99	\$18.95
Duke3D	01/99	\$24.95	Orion	12/99	\$34.95
Euro-Quest: Run River	03/99	\$34.95	O.R.B.	09/00	\$29.95
Forged in Russia Silver	08/99	\$28.95	Phantasm	11/99	\$33.95
Freelancer	03/00	\$35.95	Plainscape Torrent	1/99	\$39.95
Galactic Defender	01/99	\$24.95	Plainscape Torrent	1/99	\$39.95
Guard Theft Auto 2	01/00	\$39.95	Rage of Mages 2	10/99	\$17.95
Half-Life: Counter-Strike	01/00	\$39.95	Reckless Train 2 Gld	01/99	\$29.95

Visit Me & Discover available! Check lead 4 weeks. Money Orders under \$500 guaranteed are safe subject to change at any time. Hardware may require additional software. All software is sold as is. Final sale. No returns. All software is sold on one order placed, the "per item" charge is charged once for each item ordered. The "per shipment" charge is charged once for each shipment. We are not responsible for any software that may be allocated to a 72-hour subscription to Computer Games Strategy Plus. Call for details.

	RELEASE	PRICE
Torchy 2	08/00	\$39.95
Test Drive Le Mans	08/00	\$39.95
Test Drive	08/00	\$39.95

	RELEASE	PRICE
Coni-wins Pro Skat 2	08/00	\$39.95
Torn: The Last Hope	08/00	\$44.95
Triple Play 2001	03/00	\$39.95
Original Story	08/00	\$39.95
Vanquish 4 People	08/00	\$44.95
Vanquish Bonnets	05/00	\$39.95

DUKE NUKE: PLANET OF THE BABES One Million Babes to Save. What better mission for Duke Nuke? In the future an alien race has eliminated the entire male population of earth & enslaved the few remaining women. However, some women managed to escape & joined to form the United States Female Resistance (UFR). Using a time portal Duke & the UBR tracked down Duke & he chose any woman he helped; now you or there would be no chicks in the future. Being the chauvinist hero that he is, Duke promptly snatched the babe.

Vanishing Point	07/00	\$39.95	Space Chunnel 5	06/00	\$39.95
WTC World Race Champ	08/00	\$39.95	Spec Ops Ops Omeg Squad	06/00	\$44.95
WWF Smackdown	03/00	\$39.95	Super Magnetic Neo	07/00	\$44.95
WWF Arms 2	05/00	\$39.95	Tokyo Extreme Racer 2	09/00	\$46.95
			Tony Hawks Pro Skater	08/00	\$46.95
			Virtual On	05/00	\$44.95
X Men 3: Mutant Acad	07/00	\$39.95	WWF Royal Rumble	07/00	\$46.95

PSX2

Bouncer	10/00	\$40.95	Army Men	03/00	\$26.99
Dark C.ood	10/00	\$40.95	Bombberman MAX Blue	05/00	\$75.99
ESPN NBA Tonight	11/00	\$40.95	Cru.Sim Exotica	07/00	\$26.99
ESPN Track & Field Sydney 11/00	11/00	\$40.95	Crystals	06/00	\$26.99
ESPN Winter X Games	11/00	\$40.95	Donkey Kong Country 2	08/00	\$26.99
FIFA Soccer 2001	10/00	\$40.95			
			Legend Zelda Fruit Tree	06/00	\$32.99
Guns Tumble 2000	10/00	\$40.95	MTV Sports Skateboard	06/00	\$29.99
Guin Ingrid	11/00	\$40.95	Meta Gear-SD	05/00	\$29.99
Kessen	11/00	\$40.95	Perfect Dark	07/00	\$28.99
Legend Legend Excel bar	12/00	\$40.95			

BOARD GAMES

Crown Series			
Adge Race V	10:00	\$49.95	
Smuggler's Run	11:00	\$49.95	
Streetfighter EX 3	10:00	\$49.95	
Streetfighter EX 3	11:00	\$49.95	
Summoner	10:00	\$49.95	
Tekken Tag Team	11:00	\$49.95	
Top Gear Drive Devil	11:00	\$49.95	
Unreal Tournament	11:00	\$49.95	
Warriors of Might & Magic	12:00	\$49.95	
World's End	11:00	\$49.95	
Box & Art Series	03:00	\$42.95	
Battle Mist	10:00	\$42.95	
Battlemist with Ed	12:00	\$42.95	
Castle of Magic	09:00	\$24.95	
Crimson Skies	01:00	\$29.95	
D Skewers Adult's Armies	07:00	\$8.95	
Guard Wars	12:00	\$14.95	
Jonharrat	10:00	\$37.95	
Monopoly Deluxe	05:00	\$33.95	


[illegible]

PSX
\$29.99
Game Boy
\$29.99

TENCHU 2
BIRTH OF THE ASSASSIN

PlayStation 2

ACTIVISION

[illegible]


PlayStation 2

CHRONO CROSS

SQUARESOFT

EA (Roleplaying)

Release: 8/27/01



EVIL DEAD: HAIL TO THE KING
Based on the cult classic 1981 movie, this axe-chainsaw-and-other-nasty-weapons-to-do-your-dirty-work horror hero Ash moves & attacks with left & right-handed weapons simultaneously, as he fights his way through undead enemies. Move through familiar environments such as the cabin, cellar & bridge.

THQ (Adventure)
Release: 7/01

\$29.99 PSX
\$29.99 Dreamcast

Need Help on Older Games?

Order a Back Issue of **EXPERT GAMER!**



MAY '99

- Super Smash Bros.**
- WCW Nitro
 - SF Alpha 3
 - Need For Speed IV
 - Gex 3
 - Triple Play 2000
 - All-Star Baseball 2000
 - Goemon's Great Adventure

Issue #59 \$6.00



JUNE '99

- Star Wars: Racer**
- R4: Ridge Racer Type 4
 - Beetle Adventure Racing
 - Ehrgeiz
 - Bloody Roar 2
 - MLB 2000
 - Goemon's Great Adventure

Issue #60 \$6.00



JULY '99

- Ape Escape**
- Tekken Tag Tournament
 - Star Ocean: The Second Story
 - LUNAR: Silver Star Story Complete
 - Quake II
 - Hybrid Heaven
 - Ehrgeiz

Issue #61 \$6.00



AUGUST '99

- Pokémon Snap**
- World Driver Championship
 - Super Mario Bros. Deluxe
 - Jade Cocoon
 - Mario Golf
 - Echo Night
 - NSA Showtime

Issue #62 \$6.00



SEPTEMBER '99

- Legacy of Kain: Soul Reaver**
- WWF Attitude
 - Driver
 - Sled Storm
 - Pokémon Pinball
 - Unjammer Lammy

Issue #63 \$6.00



OCTOBER '99

- Final Fantasy VIII**
- Soul Calibur
 - Sonic Adventure
 - Blue Stinger

Issue #64 \$6.00



NOVEMBER '99

- Dino Crisis**
- CTR: Crash Team Racing
 - Final Fantasy Anthology
 - Suikoden II
 - Soul Calibur (pt. 2)

Issue #65 \$6.00



DECEMBER '99

- Resident Evil 3: Nemesis**
- Pokémon Yellow
 - Jet Force Gemini
 - Grandia
 - Spyro 2: Ripto's Rage
 - Marvel vs. Capcom
 - Resident Evil 2

Issue #66 \$6.00



JANUARY '00

- Donkey Kong 64 (pt. 2)**
- Tomb Raider: The Last Revelation (pt. 1)
 - Sega Rally 2
 - Medal of Honor
 - VandalHearts II (pt. 1)
 - Twisted Metal 4
 - WWF WrestleMania 2000
 - Turko: Rage Wars

Issue #67 \$6.00



FEBRUARY '00

- Gran Turismo 2 (pt. 1)**
- Tomb 2
 - Harvest Moon 64
 - Chocobo's Dungeon 2
 - Pokémon Gold & Silver
 - Donkey Kong 64 (pt. 2)
 - Tomb Raider: The Last Revelation (pt. 2)
 - VandalHearts II (pt. 2)

Issue #68 \$6.00



MARCH '00

- Mario Party 2**
- Crazy Taxi
 - JoJo's Bizarre Adventure
 - Saga Frontier 2
 - Dragon Warrior Monsters
 - Gran Turismo 2 (pt. 2)
 - Pokémon Update

Issue #69 \$6.00



APRIL '00

- Syphon Filter 2**
- NASCAR Rumble
 - Fear Effect
 - WWF SmackDown!
 - Hot Shots Golf 2
 - Galenans
 - Bionic Commando

Issue #70 \$6.00



MAY '00

- Pokémon Stadium**
- Resident Evil Code: Veronica
 - Alundra 2
 - NHL 2K
 - Front Mission 3

Issue #71 \$6.00



JUNE '00

- Tony Hawk's Pro Skater**
- Vagrant Story
 - Dead or Alive 2
 - MediEvil 2
 - Perfect Dark
 - All-Star Baseball 2001
 - Pokémon Trading Card Game

Issue #72 \$6.00



JULY '00

- Metal Gear Solid (Gameboy)**
- Excitebike 64
 - Pokémon Stadium
 - Street Fighter EX3 Plus
 - Metal Gear Solid (PS)

Issue #73 \$6.00

Issues Not Listed Are Also Available!

Checks/money orders should be made out to:
Ziff Davis Media Inc. Sorry, cash and credit cards are not accepted.

U.S. funds only!

Remember to add postage and handling of \$2 for each magazine you purchase (\$3 Canada and Mexico, \$5 foreign).

Prices and availability subject to change without notice. Thanks for your interest!

Please send check or money order to:

Ziff Davis Media Inc.
Back Issues
P.O. Box 3338
Oak Brook, IL 60522-3338



Technology is all around you

[Shop](#) | [Business](#) | [Help](#) | [News/Investing](#) | [Travel](#) | [Electronics](#) | [GameSpot](#) | [Tech Etc.](#) | [Downloads](#) | [Developer](#)

Your beeper beeps. Your PDA chimes. You can make a quick call wherever you are. Yup, technology is an integral part of everyday life. That's why ZDNet has all the product reviews to help you find the latest gadget. In fact, ZDNet was named "Best Overall Online Site" by the Computer Press Association. However technology touches your life, ZDNet's Reviews Channel has something for you. Because ZDNet is where technology takes you



www.zdnet.com



JEDI POWER BATTLES

Play as Captain Panaka

First, beat the game on Jedi mode with Plo Koon.

Play as Darth Maul

Play as Darth Maul.

Make a picture.

Play as Queen Amidala

Play as Queen Amidala.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

Make a picture.

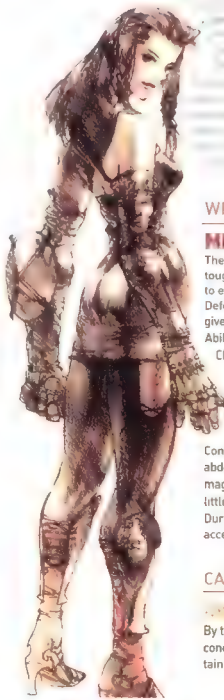
Make a picture.

Make a picture.

Make a picture.

Make a picture.

VAGRANT STORY



WINE CELLAR

Minotaur

The Minotaur isn't very tough. Just target its legs to end the fight quickly. Defeating the Minotaur will give Ashley his first Battle Ability. It's best to choose a

Chain Ability and practice on the dummy in the "Blackmarket of Wines."

Durahan

Concentrate on Durahan's abdomen. Using Degenerate magic will make the battle a little less difficult. Beating Durahan will allow you to access the Catacombs.

CATACOMBS

By this point, you should be concentrating on using certain weapons for certain

types of enemies. The Ghost is particularly weak against the Rending Gale Break Art, so use it liberally.



LIZARDMEN

The Lizardmen are susceptible to Spirit Surge and physical attacks on their bodies. Defeating them nets you the Lily Sigil.



SANCTUM

Golem

The Golem is weak against Spirit Surge magic; otherwise, physical attacks on his legs are the most effective. Upon defeating him return to the "Corridor of the Clerics" and head north.

Dragon

Vagrant Story is ripe with Dragons. You'll find them in almost every major area. The nice thing is that, outside of different elemental affinities, you can use the same strategy to fight every one of them. Move in under its neck quickly and aim for the head.

Physical attacks on the head and neck will do the most damage to the brute.

Because you're under its neck, it can only do physical attacks to you, saving you the worry of its incredibly powerful breath attacks.



TOWN CENTER WEST

Soldiers

The two lackeys accompanying their captain are easy to take out with regular attacks. The captain, however, is a little more difficult. Concentrate on his head and be ready to deal with his Explosion spell. Defeating him nets you the Crimson Key.

Army Men 3D

Make Sarge Invincible

All Weapons: R1 L1

Bass Landing

Lake

Pressure: 1

Season

Weather Yesterday:

Weather Today:

Wind Direction: 100

Wind Speed: 100

Water Temp: 100

Water Quality: Clear

Start Time: 6:00 - 8:00 or 15:30 - 17:30

Time Elapsed: 10

Best Lures: 100

Hint: 100

Bust-A-Move 4

Enter the name of the game.

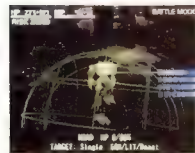
ABANDONED MINES B1

As with Dragons, you should concentrate your physical attacks on the neck or head—and the tail if you can reach it. Remember to place Ashley directly under the Wyvern's neck to avoid a lot of damage. To the victor goes the Hyacinth Sigil.



If you have the Vile Scar Break Art, use it here. Otherwise, up the fire-affinity of your equipment and concentrate your attacks on the Elemental's body.

Vile Scar works well against this bruiser, too. Use a weapon with a high Beast class and go to town on his head for the best results.



UNDERCITY WEST

Giant Crab

This huge crustacean has tender claws. Use this knowledge to your advantage and unload with a barrage of chained attacks.

SNOWFLY FOREST

Earth Dragon

Use any items that raise the earth-affinity of your weapons and armor. Once that's done, the Earth Dragon will go down just the same way as all its dead cousins: multiple chain attacks to the head and neck area.

Grissom/Dark Knight

Don't attack Sydney! Yeah, we know he's been annoying the heck out of you up until now, but leaving him alone in this battle will help Ashley. Concentrate on taking out Grissom first by using physical attacks on his body. Next, tackle the Dark Knight with physical attacks in the chest area. Sydney will cast some supporting spells during the battle, making relatively short work of the dastardly duo.

THE KEEP

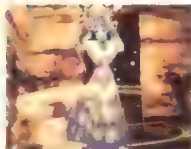
Use a weapon with a high Human rating and focus your attack's on this turncoat's body and legs. Casting Silent on him will help your cause, too.



ABANDONED MINES B2

Phantom

Ashley's Heal spell is your best friend; keep his HP at maximum the entire time. Aim for its legs and arms to win. The following room contains a save point.

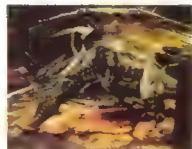


Earth Elemental

Physical attacks to the head and Thunderburst magic both work well against this butt-ugly antagonist. Once he's down for the count, don't waste any time heading north—that clock's still counting down.

Dragon

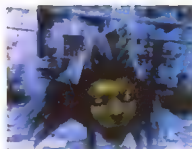
Not much to say about this light outside of the standard advice: Stand under its neck and hack away at its head with some chain combos.



UNDERCITY EAST

Lich

The Lich likes to teleport around the room a lot. You can use this to your advantage, though, since standing in one place will eventually bring the creature to you. Simply keep tapping your Attack button and eventually the Lich will end up in Ashley's range. The body is its weakest point.



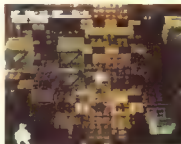
Beast

This thing doesn't like a sword to the neck for any other weapon for that matter. Any tool with a high Beast rating should make short work of the Beast.

Armor

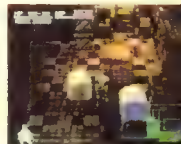
This boss acts very much like the Durahan Ashley fought at the beginning of the game. Use a weapon rated high in Evil and aim for the abdomen. Once he's gone, go south again.

Temple of Kiltia Puzzle Rooms



Puzzle 1:

Push crate 2 west once. Destroy crate 5. Push crate 4 five south and three east. Destroy crate 2. Push crate 3 one east. Push crate 1 one east and three north. Push crate 3 one east. Push crate 4 five north. Destroy crate 3. Push crate 1 five north. Push crate 4 one west and then four north. Push crate 6 one north, then one space east, one space north, one space west, then north until you hit the wall. Climb up and enter northern door.



Puzzle 2:

This is the least tedious and difficult of the three Temple of Kiltia Puzzles. Follow these simple orders closely and you will be deemed successful: Push stone block 3 north twice and west once. Push stone block 4 west once, north once, east once and south once. Push steel block 5 east, north and east again. Now push sliding crate 1 north and use it to jump to the platform above. Now drop into the next puzzle.



Puzzle 3:

Push steel block 4 south. Push stone block 3 north once, west once. Push steel block 5 west so it slides into stone block 3. Push sliding crate 1 north to rest on steel block 5. Destroy sliding crate 2. Push stone block 3 north once. Push steel block 4 west so it strikes stone block 3. Push sliding crate 1 north once more. Use the new tower to climb to the northern door. Unlock door with the Silver Key and continue on to "Those Who Fear the Light."

More Puzzles

More Puzzles

More Puzzles

More Puzzles

More Puzzles

More Puzzles

More Puzzles

All Characters

Tarot Reading:

Tarot Reading

Talk Demonstration

Talk Demonstration

Talk Demonstration

Talk Demonstration

Civilization II
Money Code

Cool Boarders 4

Every Mountain Available
Every Special Event Available

Crash Bandicoot
All Levels



Heesa/Tieger

Even though Ashley's outnumbered, at this point in the game he should enjoy a distinct advantage in both speed and power against these two foolhardy souls. Especially helpful is the fact that you need only defeat one of them to end the battle. Concentrate your aggression on Tieger, particularly his arms. A few well-placed chain combos will finish him off quickly.

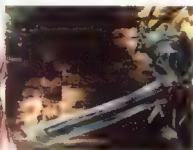
LIMESTONE QUARRY

Water Elemental

Using a weapon possessing a high Phantom rating, beat on the Water Elemental's head for a while to see the best results. Destroying him nets Ashley the Avalanche Grimoire.

Ogre Lord

The Ogre Lord won't put up much of a fight, but his tornado attack can be particularly nasty. It's a double-sided situation, though, since his body is extremely weak and susceptible to physical damage immediately after casting his spell.



Frost Dragon

Yes, the same tactics that worked on previous dragons will work with the Frost Dragon. However, by now

Ashley should have earned the Reflect Damage Defense Ability. Use it during physical attacks to speed up the demise of the Frost Dragon.

TEMPLE OF KILTIA

Minotaur

Fight this brute the same way you did when you fought his cousin earlier in the game. Aim for the legs with physical attacks.

Statue

Not much of a fighter, use a weapon with a high Human classification and pummel its legs relentlessly. Defeating it opens the path to the final area of the game.



GREAT CATHEDRAL

Marid

Marid uses water-based attacks, so use magic to bring up the water affinity of Ashley's armor. Concentrate your attacks to Marid's head using a weapon with a high Phantom classification.

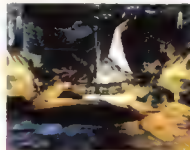


Ifrit

Any Squaresoft fan will recognize this character and know that it's particularly fond of flame attacks. That said, use a spell to raise your flame affinity and attack its head with a Phantom-class weapon.

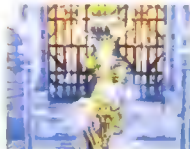
Iron Crab

You might recognize this thing from earlier in the game. This relative of the Giant Crab is a bit stronger, but he it fall to the same battle tactics. Equip a weapon with a high Beast rating and hack away at its claws.



Jinn

Jinn is a Phantom-class boss with earth-affinity. What that means is that you need to be prepared to take some lightning attacks and concentrate your offense on its arms using a Phantom-class weapon.



Flame Dragon

If you don't know how to fight a Dragon at this point in the game, you simply haven't been paying attention. That's 100 demerits! Anyway, place yourself below its neck and hack away at its head with a Dragon-class weapon to defeat it.

Arch Dragon

The final Dragon in Vagrant Story really isn't any more difficult than the countless others Ashley has faced, save for the fact that it has a breath attack which will suck both HP and a massive amount of MP from our hero. However, using the old "stand under the neck, attack the head" technique will make the Arch Dragon's breath attack a moot point.



Dao

Dao looks and acts a lot like an Earth Elemental. He uses Gaia spells mostly and is very fast. Use a Phantom class weapon, preferably one with a long range, and concentrate your attacks on his arms and head. Since he's so fast, it might be a good idea to let him cast all the spells he wants until he runs out of magic—then, you can corner him and wait away until he falls.



Knightmare

This guy likes flame magic. Use a Phantom-class weapon and punch a hole through his chest to make short work of him.

Crash Team Racing

Unlock Pinstripe: Press Down

Unlock Komodo Joe: Press Down

Unlock Papu Papu: Press Left, Right Circle

Unlock Pinstripe: Press Down

More Tracks: Triangle, Right, Down, Down

Invisible Racer (only wheels):

Super Turbo Pads: Triangle, Right, Right Circle, Left

Scrapbook Option: up

Unlimited" Tricks: After

Unlimited" Tricks: After

Unlimited" Tricks: After

Unlimited" Tricks: After

Unlimited" Tricks: After

Unlimited" Tricks: After

Unlock a New Racer:

Unlock a New Racer:

Unlock a New Racer:

Unlock a New Racer:

Unlock a New Racer:

Unlock a New Racer:

Unlock a New Racer:

Unlock a New Racer:

Unlock a New Racer:

Unlock a New Racer:

Unlock a New Racer:

Unlock a New Racer:

Unlock a New Racer:

Unlock a New Racer:

Preparing for the Final Boss

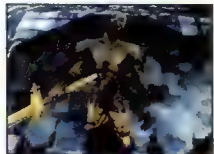
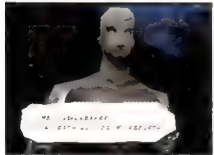
- The "Atrium" is the last chance you'll have to set up Ashley's weapons, armor and assigned abilities. Here's what to do:
- First of all, find a two-handed sword. The Schiavona is the perfect choice if you have it. Otherwise, backtrack to a workshop and create a two-handed sword using a strong blade and a Power Palm hilt. Doing

so will give you a strong sword with space for three attached gems.

- Attack a Haeraleis gem and two Demonion gems to your sword. This will raise effectiveness against the Human and Evil classes. They may already be attached to something else. When it's all done, equip Ashley with that sword and any armor you have that's good versus Human and

Evil class enemies, as well as the light-affinity type.

- The three Chain Abilities to set up would be Heavy Shot, Raging Ache and Instill.
- Your Defense Abilities should be Ward and Shadow Guard. Reflect Damage is a decent third choice, though using it will be really risky, but it's worth the danger.



BOSS: Guildenstern, Final Battle

- *For a while, the heart of cinema* Ashley, and the other things that are platform have a very strong sense of the Great (the third consideration will appear in his new and much more work from
- The moment you read the text of

- As we've seen, a very good way to defend a position is to bring the risk down to zero. Also, consider the following:
- Build a term limit on your policy. For example, if you have a policy that says "the maximum number of channels I have to get close is after he attacks," at that point where you should run and jump the other way, on the other side, it's a trap.

- Use the same form every time you do it when you get to the structure and form. When you get to a point where instructions on doing are and 10 points of

damage each time start using a new
Shot Popping Ache command.

- So, even if you're a little "lame" right now, you can still play. Don't have space? You have a room in a hangar. After you've taken your shots at the enemy and made your way in the level, test the space again. Don't be surprised if you're really "lame" right now. A little more time on the way will instantly give you a little more power. Remember, you don't have a way to recover. Keep your life at a minimum as much as possible because most attacks will be deadly to you.
- Find a reference point in MP as much as possible after you're hanging out. You have to find the MP that's hanging out in the hangar, and you can't get there very quickly.

BOSS: Guildenstern,
Battle One

- Gundersten uses three skills exclusively – Fast Ascension, Stay Grounded and Lament.
- Gundersten is fast, but Anne can keep up. Stay is used to hold at all times, and use your Ward at all times, every time he casts Stay in Ground, you mess up the paralyze's. Anne is better and continue the battle as long as you stay close and don't get paralyzed. Gundersten shouldn't ever sell his Ascension.
- Concentrate physical attacks in Gundersten's arms, as a composite heavy, light and midrange, the damage you're doing never gets above 10 HP. Then switch to a composite Heavy, Slow and Rapid Archer to finish him.



Die Hard Trilogy 2

[illegible]

person game, press Start to pause. Now, enter one of these codes for a cheat:

Every Weapon: Square, Square Come
Create...

Invincibility: Triangle, Triangle, Circle, Circle L1 L2

ESPN: Extreme Games

Just go to the Pass and security
going into the Sign at the main menu
and choosing "Continue" sign.

Last Race. 45- 07- 21- 34- 03- 16-

7-3-64

Fear Effect

Press Start on the title screen to start the game.

**WWF
SmackDown!**

Create-A-Wrestler Special Moves

Speedy

Level 4

- [illegible]

Level 5

- 1. $\frac{1}{2} \times \frac{1}{2} = \frac{1}{4}$
- 2. $\frac{1}{2} \times \frac{1}{2} = \frac{1}{4}$
- 3. $\frac{1}{2} \times \frac{1}{2} = \frac{1}{4}$
- 4. $\frac{1}{2} \times \frac{1}{2} = \frac{1}{4}$
- 5. $\frac{1}{2} \times \frac{1}{2} = \frac{1}{4}$
- 6. $\frac{1}{2} \times \frac{1}{2} = \frac{1}{4}$
- 7. $\frac{1}{2} \times \frac{1}{2} = \frac{1}{4}$
- 8. $\frac{1}{2} \times \frac{1}{2} = \frac{1}{4}$

Powerful

Level 4

- | | |
|------------------|--------------|
| J. Morgan | J. M. Smith |
| J. M. Jones, Jr. | J. M. Taylor |
| Level 5 | J. N. White |
| J. P. Green, Jr. | J. O. Black |
| J. R. Brown | J. S. Grey |
| J. T. Wilson | J. W. Hall |
| J. V. Adams | J. Y. King |
| J. Z. Baker | J. A. Lee |

Roughneck

Level 4

- ☐ Knee Strike
- ☐ Level 5
- ☐ Mansie Crew
- ☐ Low Blow

Technical

Level 4

- J. Hume Jones
- J. Edgar Hoover
- C. John Doyle
- R. J. Hendon
- C. C. West
- B. A. Wheeler
- J. S. White
- J. D. W. Morrison
- C. T. ...





POTENTIAL CHEAT/REWARD LIST

Power-up Defense (Every player on team's defensive attributes slightly increase) – three Double Plays turned in a game by team



It pays to survey your surroundings before you proceed into an unexplored area.

Remember that with the head shot, it is very important to use a weapon that has a high rate of fire as opposed to one with a high amount of zoom (the high rate of fire will almost guarantee a head shot if you have good aim).

Curious about which weapons are available on each level? Portio's no more! Use this chart as a reference guide.



	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
9mm	*					* *															
.45		*				*						*			*					*	
G18																		*	*		
HK-5				*						*								*	*		
BIZ-2											*									*	
PK-102												*								*	
M-16	*			*		*		*		*											
M11									*											*	*
K634																	*	*			
Shotgun	*		*					*				*		*							
AUS-Shotgun									*				*							*	
G Launcher								*				*									
TG Launcher																	*				
Grenade	*		*		*		*				*	*									*
Gas Grenade				*																	
Sniper Rifle				*		*	*	*	*	*								*	*	*	*
NVG Rifle												*	*								
Crossbow									*												
Hand Taser				*		*	*	*	*	*											
Air Taser																	*	*	*	*	*



very high attributes. For a perfect team

Hidden Super Teams

Unlimited Health

One Hit Kills with Firearms

Ultimate Cheat

112 Official J.S. PayStation Magazine

Here are some tips to get through the final 3 levels of SF2. Good Luck!

LEVEL 19: NEW YORK SLUMS

1 Grab the Flak Jacket if you're damaged from the previous level. Run down the main street and grab the G-18 in the little alleyway around the first corner.

2 You'll need to shoot the lock off the door and proceed inside of the pawn shop. There will be several guards inside, all of which should be taken out with the G-18. Continue through the back of the building and grab the M-16 before leaving.

3 Here's where you'll need to drop down over the edge of the building and lower yourself to safety. You can also run around the corner to witness several S.W.A.T. troops being turned into minced meat from the snipers lurking in the shadows overhead.

Immediately run down the stairs, and into the sniper building.

4 The entrance is sort of hidden unless you know where to look, so here's where you'll enter the sniper building. Find the Sprinkler Switch below some shaky floor tiles, then continue through the labyrinthine hallways.

5 When you reach the snipers (there's only two of them), equip your G-18 and go for head shots. Jump out the window when you're ready to progress.

6 The S.W.A.T. officer will tell you to throw down your weapons and come out in the open. Instead, just stay hidden until he's smashed into the wall by the truck.

7 Talk to the officer and take out the two snipers as soon as possible. When you get to the stairs, you'll need to go up three or four flights (taking out enemy agents) before finally completing the level.



Make sure you line up with the awning on the building below.



LEVEL 20: NEW YORK SEWER

(Note: This entire level basically consists of Fabio running around chasing after the butt-headed Teresa, blasting everything he sees until he reaches the top of the parking garage. Keep in mind that the level plays home to the infamous "Magic Guards" from the original *Syphon Filter*. For those of

you who don't remember, a *Magic Guard* is one of the countless enemies no matter how many times you kill him. Conserve ammo and avoid as many of them as you can.)

1 You'll want to stay close to Teresa, since she has an AUS-Shotgun (one of the few guns in

the game that actually redefines "bad-ass"). She'll take care of the guards straight ahead of you, so try and concentrate on the guys who approach from the flank.

2 The only other worry is when you climb up the stairs in the parking garage. Make sure that

you grab the M-79s from the four troops who come pouring out of the main room so you can use them on the enemy agents while you're climbing. Once you get to the top floor, you'll find Stevens being held at gunpoint by Teresa. Finish him off and the level will be complete.



This is one of the few levels that contains "Magic Guards." Be smart and conserve ammunition.

LEVEL 21: FINALE

(Note: On top of everything else that you'll be worrying about, it is absolutely essential that you stay mobile during this entire battle. The second you stop moving is the second you'll STOP MOVING. If you know what we mean.)

1 Almost immediately, Chance will begin unloading with his AUS-Shotgun. To dodge his initial barrage, just slip out the door to the

right and take cover behind the car. If you feel that he's still following you, step away from the car and begin rolling toward the chopper as quickly as you can. Roll under the tail, then grab the Flak Jacket on the other side.

2 You'll need to wait for him to come around to you, at which point you can roll back under the tail and pick up the AUS-Shotgun. Roll

back to the other side once again, then try to lure him near the rotating tail rotor of the helicopter.

3 Line-up Chance between yourself and the tail rotor, then use the AUS-Shotgun to knock him backwards. You'll only have 12 rounds to knock him back, so make every round count. Once he touches the blades, the game is over.



Grand Theft Auto 2

Free
Play
Single
Player
Multi
Player
Level Select

No Police
10,000,000 Points
Multiplier x5
All Weapons
Unlimited Energy
Most Wanted

Level Select

Jade Cocoon:
Story of the Tamamayu
Free Mugworts

Unlock Mills Lane

Knockout Kings 2000
Pulsating Heads

Official PlayStation Magazine 15



Power-up Speed [Every player on team's speed attributes slightly increase] – six SB in a game by team

Big Bat Players – Three Triples in a game by team

Two Bat – Two HR by same player in a game

Small Bat – Three Strikeouts by same player in a game

Pulsating Bat – Five Runs Scored by same player in a game

Superstar Difficulty [Better than All-Star] – Defeat a team in Single Game with All-Star difficulty setting

CPU Assist [Catch-up logic] – Defeat a team by more than 10 runs

Hank Aaron - Two HR over 500 ft. from same player in same game (any team) OR hit 50 HR in one season with an Atlanta Brave (Season Mode only)
Babe Ruth - Hit a HR with the pitcher (any team)
OR Win the World Series with Boston (break the "Curse of the Bambino")

Willie Mays -Four Diving Putouts (catches/over the wall climbs/dive and throw out runner) in a game (any team) OR collect a HR, a SB, and make a Diving Putout with the same player in any post-season game (Season Mode only)

Frank Robinson -Lead-off the game with Back-To-Back HRs (any team) OR Player from user team wins National League Triple Crown (Season)

Harmon Killebrew - Three HR over 500 ft. from any

players in same game OR win the World Series
with the Minnesota Twins (Season Mode only)

Reggie Jackson - Hit 10 HR as a team in a game (any mode) or hit three HR with the same player in any World Series game (Season Mode only)

Mike Schmidt – Four HR from same player in same game (any team) OR win the World Series with the Philadelphia Phillies (Season Mode only)

Mickey Mantle – Hit a Home Run longer than 565 feet (*any team*) OR have a player from a user team win an American League Triple Crown (*Season Made only*)

Jimmie Foxx – Eight RBI's from same player in same game (any team) OR collect 175 or more RBI's in a



" humidity at its best . . . "

Miami, Florida

Turn out (O) toward the wall and build up speed, then screech to a halt just short of the wall with your standard brakes (C). This'll achieve:

Still facing the wall, just throw it in reverse (hold **[R]**) and go full throttle until you are halfway through the garage, then let off the gas and throw it into 1st gear as you spin around. Get on the gas during the transition (**[X]**) and you'll take care of the Reverse 180.

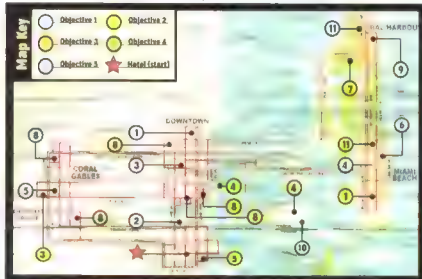
Now accelerate forward, and use the handbrake (Δ) as you make a hard right with the steering wheel to make a 180-degree spin. This will take some of the Handbrake, and after

Do a quick 360-degree spin in the middle by holding the burnout button (O) while steering hard right. This will take care of the 360.

You should still have at least 20 seconds to take your lap around the posts, then proceed to do a slalom in between one row of pylons and back. This will take care of the last two requirements. Lee and Slalom

Map Key

	Objective 1		Objective 2
	Objective 3		Objective 4
	Objective 5		Hotel (start)



Mission 1: The Bank Job

- **Objective 1**—*Get to the Bank*

Don't worry: "At the cops on this level, they're relatively easy to shake," says the FBI. "If you arrive too early at the bank, the pickup can't get there with only about 10 seconds remaining."

- **Objective 2—Get to the Lock-Up**

• Three homies, the cops will hit your door
• Even if you're not speeding or breaking
• Our eye on the radar and your foot on the gas pedal

Mission 2: Hide the Evidence

- **Objective 1**—*Take it to the Breakers*

If the narrow highways and streets
 might over the main bridge
 on the four-lane road. It's much
 easier to try to lose the tail at the end of the road.

Mission 3: Ticco's Ride

- **Objective 1-Pick up Ticco**

"If you just restart the mission and try again."

**LUNAR: Silver Star
Story Complete**

Lords of Lunar Mini-Game: Making Of Lunar

Medal of Honor

368 THE EDITORIAL

Captain Dye Mode:

characters by winning the game's secret costume contest.

Nifty Multiplayer Power-ups. Go to the

Enigma machine starting .
gar Enter DENNISM0DE to t

Nifty Multiplayer P...

American Movie Mode
Enigma machine be SPRECHER.
the Germans
much like a ter

Mission 3: Ticco's Ride (cont.)

- Objective 2—Take him where he wants to go**
You need to be clear of cops when you make the drop off, or he'll make you come around for another try. The key is that there's no time limit, so drive as ahead and drive cautiously.

Mission 4: Case for a Key

- Objective 1—Go Meet Them**
Let me start by telling you, that in this mission, in the game, period. You stay with you from objective to objective, so it's important to do deep to use your accuracy over your brute strength. At least the cops won't prevent you from finishing any of your objectives.

- Objective 2—Make the Exchange**
Watch out for roadblocks on the way to Dodge Island. I found it best to just glide along the guard rail and scrape the pavement off the car rather than smashing into it head-on.

- Objective 3—Catch the Boat**
Once on Dodge Island, you'll need to find the warehouse and park between the two parked cars to fulfill the objective.

Mission 5: The Clean Up

- Objective 1—Pick up the Car**
The roadblocks are the real killers of this level, so keep in eye out to avoid them, if possible. Head up the main four-lane highway to the West. If the motel is really, um, okay on the water it always, there's less than a roadblock when detected by police. Your final objective is to get into the garage with in downtown Miami.

Mission 6: Tanner Meets Rufus

- Objective 1—Go and Meet Rufus**
Head straight up the four-lane highway for this one. It's a real pain in the bottom. If you manage to get a false start, it's really, it's really unlikely that you'll have enough time to lose him. It's probably best to restart the mission and try again.

Mission 7: Free Jean Paul

- Objective 1—Ram Jean Paul**
Once he's out of sight, you fail the mission. Go for a series of smaller hits rather than one giant slam.

- Objective 2—Get Jean Paul out of There**
Once you've got him, get along to the Harbours Harbour. You'd better not get a tail, because if you don't open the garage if the cops are around.

Mission 8: Payback

- Objective 1—Wreck the Five Restaurants**
The main goal here is to break up chairs as you can with exact. You'll get a time bonus for exact. I found it best to slide in or to taking them head on. I can't say 100% of them with one fell swoosh from diner to diner, so just keep your eyes on the cops as you approach the various restaurants.

Mission 9: Superfly Drive

- Objective 1—Take 'em Home**
Once you get downtown, take the wider of the two ways to Miami Beach. It's much easier to dodge roadblocks every second counts. Also take note that this car is much faster than most others, making for easy spin outs and even easier encounters with the law. But it's a keep it in near perfect condition.

Mission 10: A Shipment's Coming In

- Objective 1—Pick up the Hardware**
Hop over the right-hand bridge, then take the first row highway on the right. When you get on Island, try to remember the route you took. It's very easy to get lost on the way out.

- Objective 2—Head back to the Motel**
Use the signs to navigate your way through of warehouse.

Mission 11: Bait for a Trap

- Objective 1—Wreck his Car**
You need to be clear of cops when you make the drop off, or he'll make you come around for another try. The key is that there's no time limit, so drive as ahead and drive cautiously.

Mission 12: Take out Di'Angio's Car

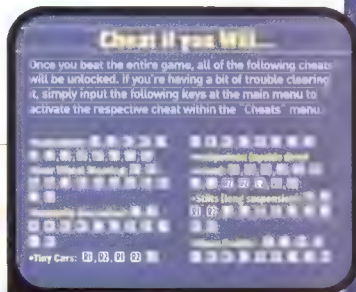
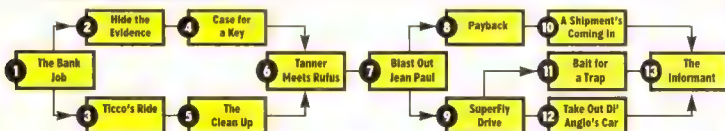
- Objective 1—Ram Him!**
You need to be clear of cops when you make the drop off, or he'll make you come around for another try. The key is that there's no time limit, so drive as ahead and drive cautiously.

Mission 13: The Informant

- Objective 1—Catch Jesse**
You need to be clear of cops when you make the drop off, or he'll make you come around for another try. The key is that there's no time limit, so drive as ahead and drive cautiously.

Miami Mission Tree

Use this mission tree to plot your course through the city of Miami to San Francisco.



Unlock Cot Muller: Go to the Enigma Machine before starting a new game. Enter BIGFATMAN. It unlocks Cot Muller in Multiplayer.

Unlock Winston Churchill: Go to the Enigma Machine before starting a new game. Enter BIGFATMAN. It unlocks Winston Churchill in Multiplayer.

Unlock the Raptor in Multiplayer: Go to the Enigma Machine before starting a new game. Enter BIGFATMAN. It unlocks the Raptor in Multiplayer.

Unlock William Shakespeare in Multiplayer: Go to the Enigma Machine before starting a new game. Enter BIGFATMAN. It unlocks William Shakespeare in Multiplayer.

Multiplayer: PAYBACK

Unlock Winston Churchill in Multiplayer: FINEST HOUR

Unlock the Raptor in Multiplayer: SPIELBERG

From the options screen, choose Password, then enter any of these codes into the Enigma Machine:

Mode 1

Codes for Multiplayer Mode:

Unlock Wolfgang: HOODUP

Unlock Cot Muller: Go to the Enigma Machine before starting a new game. Enter BIGFATMAN. It unlocks Cot Muller in Multiplayer.

Unlock Winston Churchill: Go to the Enigma Machine before starting a new game. Enter BIGFATMAN. It unlocks Winston Churchill in Multiplayer.

Unlock the Raptor: Go to the Enigma Machine before starting a new game. Enter BIGFATMAN. It unlocks the Raptor in Multiplayer.

Unlock William Shakespeare: Go to the Enigma Machine before starting a new game. Enter BIGFATMAN. It unlocks William Shakespeare in Multiplayer.

Unlock Wolfgang: Go to the Enigma Machine before starting a new game. Enter BIGFATMAN. It unlocks Wolfgang in Multiplayer.

Unlock Cot Muller: Go to the Enigma Machine before starting a new game. Enter BIGFATMAN. It unlocks Cot Muller in Multiplayer.

Unlock Winston Churchill: Go to the Enigma Machine before starting a new game. Enter BIGFATMAN. It unlocks Winston Churchill in Multiplayer.

Unlock the Raptor: Go to the Enigma Machine before starting a new game. Enter BIGFATMAN. It unlocks the Raptor in Multiplayer.

Unlock William Shakespeare: Go to the Enigma Machine before starting a new game. Enter BIGFATMAN. It unlocks William Shakespeare in Multiplayer.

Unlock Wolfgang: Go to the Enigma Machine before starting a new game. Enter BIGFATMAN. It unlocks Wolfgang in Multiplayer.

Unlock Cot Muller: Go to the Enigma Machine before starting a new game. Enter BIGFATMAN. It unlocks Cot Muller in Multiplayer.

Unlock Winston Churchill: Go to the Enigma Machine before starting a new game. Enter BIGFATMAN. It unlocks Winston Churchill in Multiplayer.

Unlock the Raptor: Go to the Enigma Machine before starting a new game. Enter BIGFATMAN. It unlocks the Raptor in Multiplayer.

Unlock William Shakespeare: Go to the Enigma Machine before starting a new game. Enter BIGFATMAN. It unlocks William Shakespeare in Multiplayer.

Unlock Wolfgang: Go to the Enigma Machine before starting a new game. Enter BIGFATMAN. It unlocks Wolfgang in Multiplayer.

Unlock Cot Muller: Go to the Enigma Machine before starting a new game. Enter BIGFATMAN. It unlocks Cot Muller in Multiplayer.

Unlock Winston Churchill: Go to the Enigma Machine before starting a new game. Enter BIGFATMAN. It unlocks Winston Churchill in Multiplayer.

Unlock the Raptor: Go to the Enigma Machine before starting a new game. Enter BIGFATMAN. It unlocks the Raptor in Multiplayer.

Unlock William Shakespeare: Go to the Enigma Machine before starting a new game. Enter BIGFATMAN. It unlocks William Shakespeare in Multiplayer.

Unlock Wolfgang: Go to the Enigma Machine before starting a new game. Enter BIGFATMAN. It unlocks Wolfgang in Multiplayer.



During the brief but grueling mission to infiltrate the base on Shadow Moses Island, Snake will find many intriguing secrets. Some of them are more fun than others to fiddle with, but they all deserve some recognition! Below you will find a compilation of secrets and tactics that will surely make your gaming experience more enjoyable.

Snake has a few important techniques that will make your mission much easier.

1. **Run-and-Shoot Technique:** Press the Crawl button while you are pressing the Weapon button, then just point in the direction that you want to Run or Shoot
2. **Peeking:** Press the R1 button while in First-person View Mode to step to the right, and L1 button to step to the left. This is great for peeking around corners
3. **Strangling:** Press the Weapon button (without pressing the Directional button) close to an enemy. If you have no weapons equipped, you can break the enemy's neck by repeatedly pressing the Weapon button 11 times in a row
4. **Laser-Aiming Mode:** Your laser will automatically track onto the nearest enemy when drawn. You do have to be in range though, it's usually about 3/4 of a screen distance
5. **Take Out the Cameras:** Later in the game, you'll get the Nikita Launcher, which is great for taking out Cameras or Remote Guns. If a camera's giving you a lot of trouble, take it out!



Frequency Table



Ultra Secrets

Red Ninja?

So you've seen the red ninja have you? What on earth does it mean? The third time through the game (if you use both of your previous save data), you'll encounter a weird Spider Man-looking Ninja. Also, take a look at your save icon on the memory card. It shows the red ninja.



Bond/Snake?

After beating the game twice, you'll get Solid Snake in a tuxedo! This little secret has been left out of the Japanese version and was put in the U.S. version only! Long live GoldenEye!



Random Pictures?

[illegible]

Mission: Impossible

$$\begin{aligned} & \left(\frac{1}{2} \left(\frac{1}{\alpha} + \frac{1}{\beta} \right) \right)^{\frac{1}{2}} \left(\frac{1}{2} \left(\frac{1}{\alpha} + \frac{1}{\beta} \right) \right)^{\frac{1}{2}} \\ & \left(\frac{1}{2} \left(\frac{1}{\alpha} + \frac{1}{\beta} \right) \right)^{\frac{1}{2}} \left(\frac{1}{2} \left(\frac{1}{\alpha} + \frac{1}{\beta} \right) \right)^{\frac{1}{2}} \\ & \left(\frac{1}{2} \left(\frac{1}{\alpha} + \frac{1}{\beta} \right) \right)^{\frac{1}{2}} \left(\frac{1}{2} \left(\frac{1}{\alpha} + \frac{1}{\beta} \right) \right)^{\frac{1}{2}} \\ & \left(\frac{1}{2} \left(\frac{1}{\alpha} + \frac{1}{\beta} \right) \right)^{\frac{1}{2}} \left(\frac{1}{2} \left(\frac{1}{\alpha} + \frac{1}{\beta} \right) \right)^{\frac{1}{2}} \end{aligned}$$

Turbo Ethan: I T'AM, VIVE!
Stiff as a Board: VREI T'ER
Longer Jumps: BON C'ET M'ER
Slow Motion Made: IMT REI TODAY
See EMVs: SEECOD M'ER

Developer's Message 11 2: 2

Nascar Rumble

Tracks and Pro Drivers: Experience

Oddworld: Abe's Exoddus

Level Select: 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100, 101, 102, 103, 104, 105, 106, 107, 108, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 122, 123, 124, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 151, 152, 153, 154, 155, 156, 157, 158, 159, 160, 161, 162, 163, 164, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 176, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193, 194, 195, 196, 197, 198, 199, 200, 201, 202, 203, 204, 205, 206, 207, 208, 209, 210, 211, 212, 213, 214, 215, 216, 217, 218, 219, 220, 221, 222, 223, 224, 225, 226, 227, 228, 229, 230, 231, 232, 233, 234, 235, 236, 237, 238, 239, 240, 241, 242, 243, 244, 245, 246, 247, 248, 249, 250, 251, 252, 253, 254, 255, 256, 257, 258, 259, 260, 261, 262, 263, 264, 265, 266, 267, 268, 269, 270, 271, 272, 273, 274, 275, 276, 277, 278, 279, 280, 281, 282, 283, 284, 285, 286, 287, 288, 289, 290, 291, 292, 293, 294, 295, 296, 297, 298, 299, 300, 301, 302, 303, 304, 305, 306, 307, 308, 309, 310, 311, 312, 313, 314, 315, 316, 317, 318, 319, 320, 321, 322, 323, 324, 325, 326, 327, 328, 329, 330, 331, 332, 333, 334, 335, 336, 337, 338, 339, 340, 341, 342, 343, 344, 345, 346, 347, 348, 349, 350, 351, 352, 353, 354, 355, 356, 357, 358, 359, 360, 361, 362, 363, 364, 365, 366, 367, 368, 369, 370, 371, 372, 373, 374, 375, 376, 377, 378, 379, 380, 381, 382, 383, 384, 385, 386, 387, 388, 389, 390, 391, 392, 393, 394, 395, 396, 397, 398, 399, 400, 401, 402, 403, 404, 405, 406, 407, 408, 409, 410, 411, 412, 413, 414, 415, 416, 417, 418, 419, 420, 421, 422, 423, 424, 425, 426, 427, 428, 429, 430, 431, 432, 433, 434, 435, 436, 437, 438, 439, 440, 441, 442, 443, 444, 445, 446, 447, 448, 449, 450, 451, 452, 453, 454, 455, 456, 457, 458, 459, 460, 461, 462, 463, 464, 465, 466, 467, 468, 469, 470, 471, 472, 473, 474, 475, 476, 477, 478, 479, 480, 481, 482, 483, 484, 485, 486, 487, 488, 489, 490, 491, 492, 493, 494, 495, 496, 497, 498, 499, 500, 501, 502, 503, 504, 505, 506, 507, 508, 509, 510, 511, 512, 513, 514, 515, 516, 517, 518, 519, 520, 521, 522, 523, 524, 525, 526, 527, 528, 529, 530, 531, 532, 533, 534, 535, 536, 537, 538, 539, 540, 541, 542, 543, 544, 545, 546, 547, 548, 549, 550, 551, 552, 553, 554, 555, 556, 557, 558, 559, 560, 561, 562, 563, 564, 565, 566, 567, 568, 569, 570, 571, 572, 573, 574, 575, 576, 577, 578, 579, 580, 581, 582, 583, 584, 585, 586, 587, 588, 589, 590, 591, 592, 593, 594, 595, 596, 597, 598, 599, 600, 601, 602, 603, 604, 605, 606, 607, 608, 609, 610, 611, 612, 613, 614, 615, 616, 617, 618, 619, 620, 621, 622, 623, 624, 625, 626, 627, 628, 629, 630, 631, 632, 633, 634, 635, 636, 637, 638, 639, 640, 641, 642, 643, 644, 645, 646, 647, 648, 649, 650, 651, 652, 653, 654, 655, 656, 657, 658, 659, 660, 661, 662, 663, 664, 665, 666, 667, 668, 669, 670, 671, 672, 673, 674, 675, 676, 677, 678, 679, 680, 681, 682, 683, 684, 685, 686, 687, 688, 689, 690, 691, 692, 693, 694, 695, 696, 697, 698, 699, 700, 701, 702, 703, 704, 705, 706, 707, 708, 709, 710, 711, 712, 713, 714, 715, 716, 717, 718, 719, 720, 721, 722, 723, 724, 725, 726, 727, 728, 729, 730, 731, 732, 733, 734, 735, 736, 737, 738, 739, 740, 741, 742, 743, 744, 745, 746, 747, 748, 749, 750, 751, 752, 753, 754, 755, 756, 757, 758, 759, 760, 761, 762, 763, 764, 765, 766, 767, 768, 769, 770, 771, 772, 773, 774, 775, 776, 777, 778, 779, 780, 781, 782, 783, 784, 785, 786, 787, 788, 789, 790, 791, 792, 793, 794, 795, 796, 797, 798, 799, 800, 801, 802, 803, 804, 805, 806, 807, 808, 809, 810, 811, 812, 813, 814, 815, 816, 817, 818, 819, 820, 821, 822, 823, 824, 825, 826, 827, 828, 829, 830, 831, 832, 833, 834, 835, 836, 837, 838, 839, 840, 841, 8

1. $\frac{1}{2} \times \frac{1}{2} = \frac{1}{4}$ (Probability of getting two heads)
 2. $\frac{1}{2} \times \frac{1}{2} = \frac{1}{4}$ (Probability of getting two tails)
 3. $\frac{1}{2} \times \frac{1}{2} = \frac{1}{4}$ (Probability of getting one head and one tail)
 4. $\frac{1}{2} \times \frac{1}{2} = \frac{1}{4}$ (Probability of getting one tail and one head)

View all FMVs: [1](#) [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) [8](#) [9](#) [10](#) [11](#) [12](#) [13](#) [14](#) [15](#) [16](#) [17](#) [18](#) [19](#) [20](#) [21](#) [22](#) [23](#) [24](#) [25](#) [26](#) [27](#) [28](#) [29](#) [30](#) [31](#) [32](#) [33](#) [34](#) [35](#) [36](#) [37](#) [38](#) [39](#) [40](#) [41](#) [42](#) [43](#) [44](#) [45](#) [46](#) [47](#) [48](#) [49](#) [50](#) [51](#) [52](#) [53](#) [54](#) [55](#) [56](#) [57](#) [58](#) [59](#) [60](#) [61](#) [62](#) [63](#) [64](#) [65](#) [66](#) [67](#) [68](#) [69](#) [70](#) [71](#) [72](#) [73](#) [74](#) [75](#) [76](#) [77](#) [78](#) [79](#) [80](#) [81](#) [82](#) [83](#) [84](#) [85](#) [86](#) [87](#) [88](#) [89](#) [90](#) [91](#) [92](#) [93](#) [94](#) [95](#) [96](#) [97](#) [98](#) [99](#) [100](#)

Investigations: A few studies have been conducted

1. The first step is to identify the problem. This involves understanding the current situation and what needs to be changed.

Next Section Warp: I

Tactics for Surviving Combat

Rule #1 Learn the Weapon Ranges

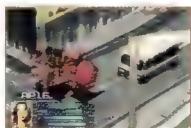
The first thing you should realize is that the `Font` type has a set of methods for creating a battle, mmhmm. I'll tell you which one to use first. If you need some help without the Targeting method, look at the lower right of the screen. It should give you a good hint about it.

Rule #2 Watch How the Enemy

Attacks: You can learn a lot by simply watching the opponents move and attack. One can get into range of you without fear of a counter attack from you. After a few battles, you'll find it's much better way to fight. Attacks battles are not a ways in which you take the cheap hits, while your opponent gets what he wants.



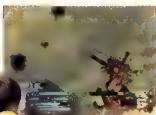
You should do exactly the same. In the long run, removing one enemy at a time is more efficient than attacking the entire force at once. The only exception you should make is if you have already blown off the enemy's weapons. This tactic alone will get you through the majority of the battles.



Rule #3 Take Advantage of Terrain

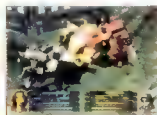
The computer opponents become 'stupid' around certain terrain. If you are on a different level, the enemy may end up freezing for a turn.

Terrain can also be destroyed. Cars, trees and crates can all be blown away, to clear a better line of sight to the opposition. You'll get a feel for the terrain as you play.



Dealing with Infantry

Fighting infantry and
jetted pilots can get
and you'll get waste
riser rifle shots at
them. Spotguns will tear
right through them, though,
as do machine guns. Multi-
task weapons are the key to
taking out these little pests



Trouble with Shielded

Enemies?
One shielded enemy can take on a whole squad. Shotguns and machine guns do multiple hits, and therefore affect the shield multiple times. Remember: shielded enemies cannot use their protection when they counter.

How to Cheat

Using the In-Battle Save Feature: Although it doesn't hand out instant victories, it comes close. Make sure that you have the Body Smash Battle Skill on as many of your mates as possible. On turn one, save and fire with the first merc. If he gets the Body Smash power activated, you've got one less enemy to deal with. If you don't kill an enemy, reload and keep trying. Once you have done the action that you've wanted, save again. Saving takes a lot of time, but it works.

The Smurfs

Level Select: Backspace
 Hitting the backspace key will allow you to select the level you want to play. The screen will show the level number and the name of the level. Press the Enter key to start the level.

n-between the beginning and end'

Wu-Tang: Shaolin Style

All Fighters in Versus Mode On the
right side of the screen, the fighters are
Right, Right, Right, Left, Left, Left.
The square on the square circle
will hear a grunting sound. Now
the fighters are in Versus Mode and you will
hear the fighters' grunting sound.
The fighters are in Versus Mode.

Fighters in Versus Mode: Highlight RZA and hold the Select button. With Select held, press the X button.

Sinesis: First enter the A Fighters
in vers 2 Made High 33. God
and the Guey 33 33 33 33
The 33 33 33 33 33 33 33 33
Bone Gear: 33 33 33 33 33 33 33 33

Fighters *n* Versus Mode: Highlight Rawken and hold the Select button. With Select held, press X.

Gasche: First, enter the All Fighters *n* Versus Mode. Highlight Masto Kila and hold the Select button. With Select held, press the X button.

Hystrix: First, enter the All Fighters *n* Versus Mode. Highlight Method Man and hold the Select button. With Select held, press the X button.

Lecher: First, enter the All Fighters

n versus Mode: H₀: $\mu_1 = \mu_2$
 D₁: $\mu_1 \neq \mu_2$ (two-tailed test)
 Will use $\alpha = 0.05$ (two-tailed)
Xin: $\mu_1 = 100$ (mean), $\sigma_1 = 10$ (SD)
 n versus Mode: H₀: $\mu_1 = \mu_2$
 D₁: $\mu_1 \neq \mu_2$ (two-tailed test)
 Will use $\alpha = 0.05$ (two-tailed)
Otis: Force = 100 (mean), $\sigma = 10$ (SD)
 n versus Mode: H₀: $\mu_1 = \mu_2$
 G₁: $\mu_1 \neq \mu_2$ (two-tailed test)
 Will use $\alpha = 0.05$ (two-tailed)

ASSAULT WANZERS — CLOSE COMBAT SPECIALISTS

■ **Tough Up Close:** Any Wanzers that does not have a projectile weapon fits in the Assault category. Assault Wanzers generally try to get in your face—so they can smash it in.

■ **Exploiting Their Weaknesses:** Attacking an Assault Wanzor at range renders it fairly helpless. If you have a shield, equipping it would be a good idea. It'll make things a lot easier.

■ **Sweep the Leg:** These Wanzer are extremely susceptible to Leg Hits. If you blow off the leg of an AW, it will end up spending the battle fruitlessly trying to get to a victim. At this point, hopping onto a building gives you free reign. The Battle Skill, Leg Smash, is ideal for this purpose.

■ **Placement.** Melee weapons do not hit if the opponent is on diagonally adjacent squares. This is a cheap way to avoid a counter attack from these walking nightmares. Attacking from two levels up or with any kind of range are two good strategies. Preventing a counter attack is the key to victory



Targeting Orders

Kill the Deadliest Threats: Attacking enemies with a specific plan in mind will cut down on the damage you'll have to sustain. Here's the order on which you should base your attacks.

3. **Scorched Earth**
Why? They can cause massive collateral damage to your huddled pack.
4. **Meltdown**
Why? Their attack is powerful and accurate, but they die quickly.
5. **Beam Weapons**
Why? A single long-range blast is often enough to vaporize a limb.
6. **Shrapnel**
Why? The constant spread damage will weaken you in a prolonged fight.
7. **Machine Guns**
Why? The penetration of the weapons can get aggravating.
8. **Assault Weapons/Alibis**
Why? They will almost always outpace whatever they hit.
9. **Warriors with Rifles or Flamers**
Why? The Rifles miss about 50 percent of the time. Flamers cannot move far without losing firepower.



Missing an Issue?

Order Back Issues of:

Electronic Gaming Monthly

<p>Issue #115-\$6.00</p> 	<p>February '99</p> <p>Soul Reaver Sentinel II Mario Party R-Type Delta WCW Nitro Civilization II Lamagaddon Gex 3 Turok 2</p>	<p>Issue #121-\$6.00</p> 	<p>August '99</p> <p>WWF Attitude RE 3 Nemesis Jet Force Gemini Perfect Dark NBA 2K Hydro Thunder Dino Crisis Tomb 3 NCAA Football 2000</p>	<p>Issue #127-\$6.00</p> 	<p>February '00</p> <p>Crazy Taxi Pokemon Go d/Silver NHL 2K Syphon Filter 2 Pokemon Stadium Mario Party 2 Metal Gear: Ghost Babel Gran Turismo 2 Ridge Racer 64 Zelda Garden</p>
<p>Issue #116-\$6.00</p> 	<p>March '99</p> <p>Mario Party Final Fantasy VIII Driver SF Alpha 3 Perfect Dark Need for Speed II High Stakes Sonic Adventure Smash Brothers</p>	<p>Issue #122-\$6.00</p> 	<p>September '99</p> <p>Dreamcast Final Fantasy VIII MG's Integra Sou. Caibui Dune 2000 Pokemon Snap WCW Mayhem Tekken Tag Tournament Tomb Raider: Last Rev</p>	<p>Issue #126-\$6.00</p> 	<p>March '00</p> <p>Driver 2 MDK2 Space Channel 5 Syphon Filter 2 Front Mission 3 MLB 2001 Crazy Taxi Hot Shots Golf 2 Spider-Man Tony Hawk (DC)</p>
<p>Issue #117-\$6.00</p> 	<p>April '99</p> <p>Gran Turismo 2 G-Police W.O.J Sega Rally 2 Madden vs. Capcom Quake II Unlabeled Army Fighter Maker Beetle Advent. Racing Grandia II</p>	<p>Issue #123-\$6.00</p> 	<p>October '99</p> <p>Spider-Man WWF Wrestlemania Twisted Metal Spider 2 Seaman Legend of Mana Shogun Shogun 4 Spec Ed</p>	<p>Issue #129-\$6.00</p> 	<p>April '00</p> <p>Perfect Dark Final Fantasy IX, X XI Dead or Alive 2 Fur Fighters Sega GT Turok 3 Vagrant Story Evil Dead Daikatana Alone in the Dark</p>
<p>Issue #118-\$6.00</p> 	<p>May '99</p> <p>Star Wars Episode I PlayStation 2 FFVIII Power Stone WWF Attitude Dino Crisis Super Smash Bros SFIII 3rd Strike Pokemon Pinball</p>	<p>Issue #124-\$6.00</p> 	<p>November '99</p> <p>Pokemon Phenomenon Pokemon Gold / Silver Final Fantasy Anth Star Wars Episode I Road to Kingdom Jet Force Gemini Mario Golf (GBC) Resident Evil 3 Necrosis</p>	<p>Issue #130-\$6.00</p> 	<p>May '00</p> <p>Tony Hawk Ridge Racer V Gran Turismo 2000 Spider-Man X-Men Tomb Raider 4 (DC) Star Trek: Invasion Wild Arms 2 Tenchu 2 Street Fighter EX3</p>
<p>Issue #119-\$6.00</p> 	<p>June '99</p> <p>Gran Turismo 2 Resident Evil Nemesis Crash Team Racing Soul Calibur Spyro 2 Shao Lin Dino Crisis WWF Attitude</p>	<p>Issue #125-\$6.00</p> 	<p>December '99</p> <p>Donkey Kong 64 Tekken Tag Tournament Gran Turismo 2000 Street Fighter EX 3 Resident Evil 2 Veronica WWF Attitude (DC) NBA Shootout Star Wars: The Force Unleashed Ridge Racer 64</p>	<p>Issue #131-\$6.00</p> 	<p>June '00</p> <p>Sega Strikes Back Phantasy Star Online Quake III Arena Soul Reaver 2 Hey You Pikachu! RE Code: Veronica Excitebike 64 Pokemon Card Game PS2 Wipeout The World Is Not Enough</p>
<p>Issue #120-\$6.00</p> 	<p>July '99</p> <p>WWF Attitude Tekken Tag Tournament R-Type Delta Metal Gear Solid Integral Pokemon Stadium Carrier Donkey Kong 64</p>	<p>Issue #126-\$6.00</p> 	<p>January '00</p> <p>Dreamcast Purchase? Gran Turismo Ridge Racer Zelda Tony Hawk M64 WWF Strikeout 2000 Tomb 2 Turok: Rage Wars Near Edge Sega GT</p>	<p>Issue #132-\$6.00</p> 	<p>July '00</p> <p>Final Fantasy IX Driver 2 PS2 Madden PS2 NBA Live PS2 NASCAR PS2 NHL Hockey Star Wars: Battle for Naboo Mega Man X Ecco the Dolphin</p>

Issues Not Listed are Also Available!

ELECTRONIC GAMING MONTHLY

How to Order

Ziff Davis Media Inc., Back Issues, P.O. Box 3338, Oak Brook, IL 60522-3338
Check or Money order only (in U.S. Funds) made out to: Ziff Davis Media Inc.
\$3 for each magazine (\$3 Canada and Mexico, \$5 foreign)
Prices and availability subject to change without notice. Thanks :)



NEXT MONTH

ADVERTISER INDEX

American Legacy Foundation.....	18-19, 21
Bandai.....	27, 73
Capcom.....	75
Chips & Bits.....	105
Crave.....	124
DC Shoes.....	31
Ecko Unlimited.....	41
Elation, Inc.....	79
Electronics Boutique.....	43
Fox Interactive.....	23
Hasbro Interactive.....	7
Infogrames.....	47
Infogrames/ GT Interactive.....	11
Jansport.....	4-5
Konami.....	14-15
Namco Hometek.....	51
Natsume.....	53
Sony Computer Entertainment.....	2-3, 39, 45, 122-123
Take 2 Interactive.....	33-35
THQ.....	8-7
UGO Networks, Inc.....	87
Working Designs.....	29
ZDNet.....	107

September 2000

On sale August 15

OFFICIAL U.S. PlayStation MAGAZINE



Legacy of Kain: Soul Reaver 2 We take a long hard look at Crystal Dynamics' upcoming sequel, and find out what happens next. **PLUS! Legacy of Kain:**

Blood Omen 2 Want to know what happens after the end of the original Kain game? We have the answers.

Only 2 months until PlayStation2 launches More PS2 previews and news than any other magazine.

ALSO: Timesplitters The Getaway **Driver 2** Alone In The Dark. New Nightmare **Spyro: Year Of The Dragon** Crash Bash and **MORE METAL GEAR SOLID 2 SHOTS**

• Editorial content subject to change

ELECTRONIC GAMING MONTHLY

August 2000
On sale now

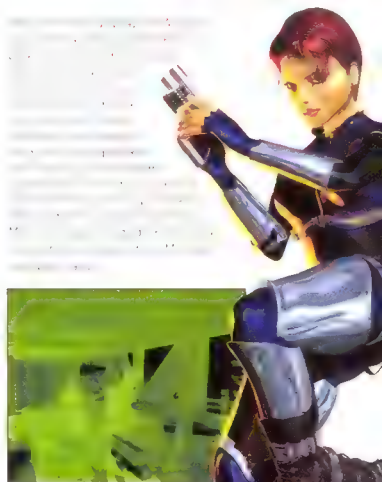
Have the scoop on all the new enemy vampire nur
on Jean, humans too! Return

- Straight from P3: A
- games—you will find the
-
-



EXPERT GAMER

August 2000
On sale now



OFFICIAL U.S.
PlayStation
MAGAZINE



Animated Blood
Animated Violence

Madévil is a registered trademark of Sony Computer Entertainment America Inc. © 2000 Sony Computer Entertainment Europe. Developed by Sony Computer Entertainment Europe. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.

PASTY COMPLEXION,
FUNNY ACCENT,
BAD TEETH.

HE'LL FEEL
RIGHT AT HOME
IN LONDON.

Good looks are nice, but they won't help you defeat an evil maniac hell-bent on conquering the world. Lord Palethorn's sinister spell has unleashed a gang of sadistic villains on Victorian London. It's up to Sir Dan to destroy them with his lethal arsenal - Gatling guns, torches, axes, his own removable arm and more. Between mighty battles and baffling puzzles, Sir Dan's facing a deadly challenge. He'll need smarts and some helpful friends - a mad professor, a wily ghost and his Egyptian princess girlfriend - to prevail over an unspeakable horror. After all, a guy can't save the world on bad looks alone.

MEDIEVIL

A GOTHIC JOURNEY TO DIE FOR.



SNO-CROSS

CHAMPIONSHIP RACING

THE CHILL OF VICTORY



Lean, duck and perform radical tricks on real Yamaha snowmobiles.



Upgrade your sled and tackle multiple modes like hill-climbing, championship and head-to-head.



Thrash unique international racing circuits like Aspen or Nagano. Race day or night, in variable weather including rain and snow.

Sega Dreamcast.



© 2000 Crave Entertainment, Inc. All rights reserved. © 2000 Unique Development Studios AB. All rights reserved. SNO-CROSS CHAMPIONSHIP RACING, CRAVE ENTERTAINMENT and the CRAVE ENTERTAINMENT Logos are trademarks of Crave Entertainment, Inc. © 1999 Crave Entertainment, Inc. CRAVE ENTERTAINMENT is a registered trademark in the U.S. Sega, Dreamcast, and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. All rights reserved. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. YAMAHA is a registered trademark and is used with permission of Yamaha Motor Co., Ltd. All other trademarks and copyrights are the property of their respective holders.



CRAVE
ENTERTAINMENT

www.cravegames.com

Made with love by

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!